Sourcebook 2
Protoculture

About this book

This is the second sourcebook for Macross 2050. It contains more in depth information about the Protoculture, Zentraedi, Protodeviln and Varauta.

For ease of reference, "Zentraedi" refers to the race as a whole, while Zentran and Meltran will be used to refer specifically to the male and female forces, respectively. Also, the Zentraedi in this book assume reference to the forces that have never contacted Earth's culture.

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Chapter 1 – They Were Protoculture

In 2008, scientist Aries Turner researches an ancient artifact pulled from the ocean's floor near the island of Mayan, in the South Pacific. She believes it was left by an ancient race known as "Protoculture" who visited Earth thousands of years ago. After the Boddole Zer fleet annihilates Earth, an ancient Protoculture ruins resurfaces from its 20,000-year rest on the ocean floor. The computer tells Hikaru and Misa that the Protoculture altered the genetic structure of early humans to match their own, for the purpose of colonization. During the ceasefire with the Boddole Zer fleet, the records on Boddole Zer's ship confirm this information. In 2045, on the planet Rax, an ancient Protoculture city resurfaces in the middle of the ocean, and the Macross 7 fleet learns more about the shared heritage of the Protoculture, Zentraedi and humans. Unfortunately the ruins were completely destroyed by Glavil and Gavil before more can be learned. No further investigation on the planet could be made after Gigile self-destructed, taking Rax and Valgo with him.

A record left by the Protoculture in the ruins on planet GGT "Rax" read as: "We are the highly intelligent beings who first developed a culture out of all lives in space. We call ourselves Protoculture. We, the Protoculture, lived on a planet of greenery and abundance. We established small settlements, gathered seeds, and lived in peace. Later, we developed metal tools and farming implements. When we learned how to plow the land, the number of our people multiplied, and we were divided into two groups. Then the industry and commerce developed. Politics and economics became a part of life, and there were exchanges among various fields. Time passed, and our people ventured into space. There were two factions who were always in dispute. This battle extended all across the galaxy. We personally polluted the culture we created. In order to fight against each other, we developed our own soldiers, the Zentraedi. The weapons escalated, and soon there were soldiers stronger than the Zentraedi, known as the Evil series. The battle continued. The fighting was long, and seemed it would never end. Eventually, we were destroyed by the Protodeviln."

Based on this record, it is known that the Protoculture were the first sentient humanoid race to evolve in the galaxy. They developed science and technology that was millennia ahead of anything any other race in the galaxy has been able to achieve. By use of sublight travel, and later superluminal travel, they colonized much of the galaxy and built a great empire known as the Stellar Republic. The Protoculture also genetically altered the native life on Earth, Zola, and who-knows how many other worlds, preparing them for future colonization. They were the first race to create culture, and the first to master the advanced sciences of genetics and mechanical engineering. Protoculture are considered Tech Level 10 (TL 11 in some fields) for Mekton.

However, the Protoculture expanded too fast, causing internal conflicts over territory. After a long and powerful arms race, their Republic collapsed under the continued assaults of their own biological weapons (see Chapters 2 and 4), as the Protodeviln assault with their Inspection Army and later as the Zentraedi rebel and declare genocide on the Protoculture. Eventually the Protoculture parent race became extinct.

At the end of Macross Frontier, it is revealed that the Protoculture admired and even deified the Vajra. They mimicked the Vajra by developing superdimensional fold engines, and even created one of their EVIL series models (the AFOS “bird man” of Macross Zero) to look like the Vajra queen.

That is all that is really known about the Protoculture. The anime provides little concrete information beyond this. The image in the ruins on the planet Rax showed a human-looking bald male, and with the knowledge that the Zentraedi and even humans were effectively descendants of the Protoculture, we can assume that they were very much like us in appearance and capability. Also, we know from the ruins that the language and script of the Protoculture is what the Zentraedi language is based from, having dialect differences such as the difference between British English and American English.

However, the Protoculture are not completely extinct. Approximately 8,000 years ago, the Zentran fleet led by Gleg encountered a civilization living in a remote star system that matched all records of the Protoculture. The colony had been dominated by a Protodeviln who had avoided imprisonment by the anima spiritia. Thus it is possible some of the more remote Protoculture colonies may still exist today.

The Macross '84 DYRL movie seems to reference that the Protoculture themselves split into male and female factions after learning to clone themselves. This may be the truth of the Schism War.

Protoculture Timeline

Years are approximated.

PC 0 500,000 BC; first year of the Protoculture calendar.

PC 2400 First wave of colonization via sublight engines.

PC 2500 Development of the Zentraedi for proxy warfare.

PC 2xxx Discovery of the Vajra. Inspired by the insectoid race, the Protoculture seek to emulate them through their technology, leading to the development of superdimensional (space fold) engines, energy conversion armor and the heavy particle beam cannon. The Vajra also influence the development of the "bird-man" and the later EVIL series Zentraedi.

PC 2700 Second wave of colonization via superdimensional engines.

PC 2800 Formation of the Stellar Republic.

PC 2860 Within the excessively over-expanding Stellar Republic, internal rifts begin forming. The internal rifts eventually develop into large-scale conflicts that split the Stellar Republic into two resulting in the Schism War.

PC 2865 Development of the Evil series Zentraedi by one faction of the Schism War. They discover the energy subdimension and tap the energy to power the Evil series.

PC 2870 A Protoculture ship lands on "earth", genetically alter the native life for future colonization. However, the survey ship is destroyed by opposing forces and records of the planet are lost.

PC 2871 With the use of the energy subdimension, the Evil series prototypes are activated and are immediately possessed by energy life forms from the subdimension. The resulting Protodeviln begin to take control of the forces that created them.

PC 2872 Within nine months, nearly 85% of life in the Stellar Republic is lost to the Protodeviln's Inspection Army (also translated as Supervision Army). Remaining Protoculture learn of Spiritia and learn to use it against the Protodeviln, sealing them away on an icy world.

PC 2875 Control over the colonies disintegrates, and soon the remaining Protoculture lose control over the Zentraedi and they go rogue.

PC 3000 Dissolution of the Stellar Republic. Opposition between the Supervision Army and Zentraedi factions begins. To this day, the Supervision Army remains the primary enemy of the Zentraedi.

PC 5000 In what still remains of the Stellar Republic, only a small number of separated colonized planets, colonization fleets, space colony clusters *[bunches]*, and other populations at the edge of the galaxy are left.

PC 25,000 Protoculture are largely considered to be extinct.

PC 490,000 Protoculture rediscover earth and leave artifacts on the island of Mayan as proof of their visit. Furthermore, they alter the genes of some of the inhabitants to allow them to use their artifacts through chant/song. Not wanting to repeat the Schism War, they leave the "bird-man" to judge humanity once they are capable of space travel. (Approximately 10,000 years ago by Gregorian calendar [8,000 BC]).

PC 492,000 Rogue Zentran fleet Gleg discovers a lost Protoculture colony that had been dominated as a spiritia farm by an unknown minor Protodeviln that had avoided imprisonment by the anima spiritia.

Character Creation

The following templates seem to fit the legacy of the Protoculture. They get 45 skill levels to distribute amongst template skills. They get the normal allotment of OP, and gain an additional 10 points for "pick up" skills due to their focus on learning and exploration.

Politician

The ruins on planet Rax indicate that politics became a daily part of Protoculture life, so it stands that this would be a valued occupation.
Skills: Charismatic Leadership, Authority, Writing, Personal Grooming, Wardrobe & Style, Social, High Society

Bio-Engineer

This is one of the experts working in the development of biological weapons such as the Zentraedi and Evil Series or just a simple medical doctor.
Skills: Med Tech, Biology, Computer Operation, Expert: Genetics, Zoology, Pathology, Cryotank Operation

Mechanical Engineer

This is an expert that works in the fields of mechanics, robotics or spacecraft. The Protoculture developed much of the technology used by the Zentraedi and UN in the current storyline.
Skills: Mechanical Engineer, Research, Mathematics, Computer Operation, choose 3 INT and/or TECH skills

Stellar Republic Citizen

This template represents the "average Joe" of the Protoculture population. This can include all of the laymen, professionals and homebodies of their culture.
Skills: Computer Operation, Mathematics, Personal Grooming, Wardrobe & Style, Pilot: AV or Driving, any 2 skills (only one may be "difficult")

Officer

While the Zentraedi did most of the field combat, some Protoculture were still needed as generals, tacticians and security forces.
Skills: Tactics, Authority, Military Etiquette, Pilot: Shuttlecraft, Mathematics, Expert: Zentraedi, Intimidation

Chapter 2 – Zentraedi Series

With the rapid expansion of the Stellar Republic, many conflicts began to arise within the Republic, threatening to engulf the empire in a galactic civil war. To preserve the lives of the Protoculture, the Zentraedi were developed for the use of proxy warfare. By using their own genetic material, they engineered a race of giant sized soldiers with no history or culture. They further enforced their will on the Zentraedi by programming them with a prime directive "Do not interfere with the Protocultures". Also, the Zentraedi and Meltrandi were segregated into their own fleets to prevent them from "discovering" culture. After the collapse of the Stellar Republic, the Zentraedi and Meltrandi fleets drift

apart and begin to fight amongst each other. Wars between the Meltran and Zentran fleets are particularly common since they believed themselves to be two separate races for hundreds of thousands of years.

The average Zentraedi, be they Zentran or Meltran, is five times the size of Earth Humans, and before their contact with Earth and its human inhabitants the Zentraedi soldiers had the equivalent education of human primary school children (with the exception of command staff and ace pilots). Since having been exposed to human society their full mental abilities have been permitted to surface and they have shown themselves to be every bit as intelligent as humans, and in some cases more intelligent than the average human. After Space War I, the UN Government conducted training programs to train Zentraedi in human culture and give them many of the skills that humans had but that Zentrans and Meltrans lacked. The Zentraedi of Earth faced a hard transition period many of them turning renegade against Earth. Many more however happily lived on Earth and/or joined the UN Armed Forces to rebuild the Earth's defenses. Those that fled the final battle of Space War I after Boddole Zer's death still wander the galaxy searching remnants of the Inspection Army, and fighting with Earth Forces when they encounter each other. Some of the forces have defected to Earth seeking the strange culture that defeated them during the war, and looking for an alternative to constant war.

Macross 7 Trash states that the Zentraedi Series do not have the range of emotions that humans do. All they know is fighting instinct and military organization. When they came in contact with the culture of Earth, memories of emotion started to awaken in their genetics, causing them confusion and stripping away their ability to fight (see Culture Shock below). Even then, it takes them some time to adjust to these new emotions.

Physiologically, the Zentraedi Series are 99.98% similar to humans, and can even have natural born offspring with them. All of the Zentraedi Series have the same range of human blood types, but have a "z" after it to indicate their strong DNA (such as blood type Bz). Anyone with half or quarter Zentraedi Series bloodline have their normal human blood type with a "c" after it to represent their link to the Zentraedi (gives them a better adaptation to being reverse-micronized, see below). Anyone with 1/8 Zentraedi blood or less is considered to have just "normal" human blood type. There are some types of Zentraedi whose parts of their heads move on their own, and some types whose hair moves like antennae.

Another interesting note is that the Zentran/Meltran mitocondrial DNA is dominant, so any children born to a human/Zentraedi mating will always be the same gender as the non-human parent. Essentially, because of the hundreds of millennia of cloning, there have been no impurities or mutations in their basic genetic strain. This removes any "weak" parts of DNA that could be overwritten. Any descendants who are ¼ Zentraedi or less have normal chances of either gender children since the inclusion of human DNA which is mutable makes variation more common. A mating between a full-blooded Zentraedi and full-blooded Meltrandi have normal chances of either gender children. This is why Max and Miriya Jenius had seven daughters and no sons.

Zentraedi Series characters are made as normal, and then scaled to "roadstriker scale" to represent their size. While macronian, all Zentraedi Series are adjusted as listed below. All stats return to "normal" if they undergo micronization. Macronized Zentraedi have an echoing reverberation to their voice.

* STR x2

* BOD x3
* MA x3 (at MA 30 one can run 20.13 mph)
* HITS is macronized BOD x25
* At a base STR of 10 they can inflict 1K damage unarmed. This gets +1K every 5 STR (2K at 15, 3K at 20, 4K at 25, 5K at 30, 6K at 35, etc.).
* Height: To find macron height, multiply base cm by 5
* Weight: Multiply base weight in kg by 125 for Meltran or 150 for Zentran to find their macron weight

Expanded BOD/STR

Expanded values for macronized Zentraedi. As these BOD values can only be achieved while macronized, the Hits are already increased to macron scale.

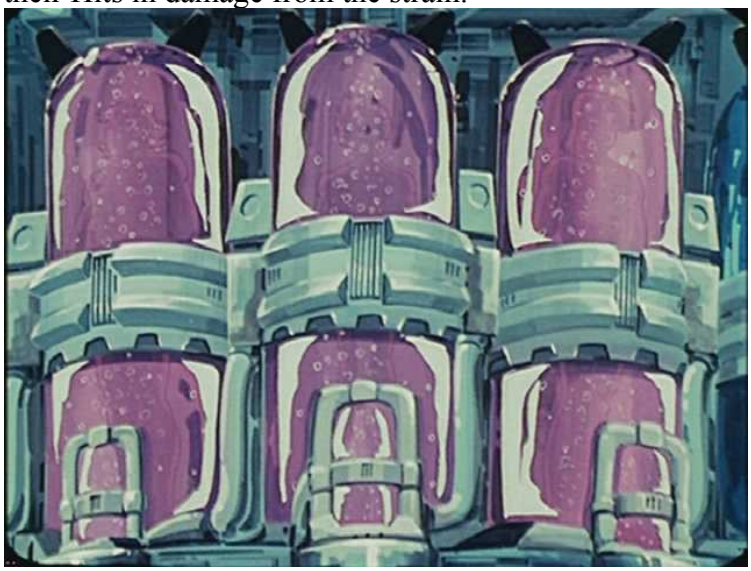
BOD	Torso	Head	Limbs @
13	75	38	53
14	85	45	55
15	95	48	58
16	105	55	60
17	116	57	63
18	130	60	65
19	141	62	68
20	155	65	70
21	166	67	73
22	180	70	75
23	191	72	78
24	205	75	80
25	216	77	83
26	230	80	85
27	241	82	88
28	255	85	90
29	266	87	93
30	280	90	95
31	294	93	97
32	309	95	99
33	324	97	101
34	339	99	103
35	353	102	105
36	363	105	108

STR	Dmg	EV
14-15	+4	12
16-17	+5	14
18-19	+6	16
20-21	+7	18
22-23	+8	20
24-25	+9	22
26-27	+10	24
28-29	+11	26
30-31	+12	28
32-33	+13	30
34-35	+14	32
36-37	+15	34

* Note that the damage bonus does not apply to their Kills damage.

Micronization Process

Macron Zentraedi can be micronized to human size by a process that requires a micronization chamber and takes approximately 30 minutes to complete. However, this causes a large amount of stress on the vital organs of the subject. The subject's physical stats (BOD, STR, MA and AGIL) are reduced by half (of base micronized value) for 2 hours after the process is finished, as their organs strain to compensate. Furthermore, anyone undergoing the process can only do so 2 times in a month safely (one process and then the reverse). Each additional process after the second within a month's time causes the subject to make a BOD check (at base micronian value) or die a painful death, with a cumulative -5 to the roll for each time after the third. Even if they make this BOD check, they suffer half their Hits in damage from the strain.



In the Macross '84 DYRL movie, in the scene where Miriya and Max were suiting up to fight against Boddole Zer, Max's voice had the reverberation that the full sized Zentraedi have, and was also gearing up to pilot a Queadlunn-Rau power armor. This brings up the question "can humans be macronized". Simply put, yes they can, since they share an almost identical genetic structure as the Zentraedi. However, since the Zentraedi were genetically engineered to be macronized, and the human body is not accustomed to the process, and can only undergo the process once per month safely and it takes them twice as long to adjust (4 hours). Humans with strong Zentraedi blood (having the "c" in their listed blood type) are treated as full-blooded Zentraedi for purpose of how many times they can safely undergo the process.

This also means that the Zolans, and any other races yet to be found that have been altered by the Protoculture (as well as the Protoculture themselves), can undergo the micronization/macronization process. Zolans are considered to be full-blooded Zentraedi, even though only one has ever undergone the macronization process.

Culture Shock

Zentraedi forces that have never encountered culture have a strong reaction when confronted by culture. Until they become accustomed to dealing with culture, Zentran and Meltran who see evidence of culture (kissing or any display of men and women

together, music, art, etc) will be shocked and unable to take any action for 1 round, and then suffer a penalty on all checks for a few rounds as their minds try to shut out the cultural contamination.

Men & women together socially: -2 for 1d10 rounds
Unassisted music (solo singer, no band): -2 for 1d10+3 rounds
Full band with enhancements: -4 for 2d10 rounds
"Minmei Attack": -5 for as long as it is maintained
Romantic situation (kissing) or seeing a baby: -6 for 2d10+3 rounds
Viewing nudity of opposite gender or sexual situation: -10 for 3d10+5 rounds

Zentraedi may attempt a COOL + Resist Torture at a DV of 20 to shut out the culture shock in half the time. If they roll a 1 on their resist roll, their minds simply cannot handle what they are seeing and they sit or stand catatonic until removed from the source.

Culture Addiction

Zentraedi exposed to culture risk becoming enamored with it. Each day a Zentraedi is surrounded with culture, they must make a COOL + Resist Torture test DV 15 or they will begin to feel sympathy for the culture in question. Once they have failed a number of tests equal to half their COOL stat, they begin to lose their fighting edge, suffering a -3 penalty on all combat or aggressive rolls. Once they fail a number of tests equal to their COOL stat, they lose the will to fight except in defense.

If a culture addicted Zentraedi is returned to their military lifestyle, they will return to the -3 state in a number of days equal to their COOL stat, but they will never return to being "just a soldier" unless they undergo psychological reprogramming in Zentraedi medical facilities.

Education

Zentraedi are "programmed" with the skills needed for their role while still in the clone chambers. This reduces the need for training time, and also provides no time for picking up a hobby. All "natural" Zentraedi have an EDU limit of 1 unless they are a command staff type, in which case they may have an EDU of 2. Most Zentraedi soldiers have EDU 0 to represent the fact they are recently cloned. It is not that the Zentraedi are "stupid", just that their lifestyle has no room for anything other than their duty.

Battle Tactics

The Zentran forces use simple horde tactics and blitzkrieg attacks that take advantage of their superior numbers. Having been treated as disposable biological weapons for countless millennia, this has colored their battle tactics appropriately. Any Zentran who is severely wounded is typically left for dead, while those with minor injuries are taken back for basic medical attention.

Meltran forces prefer lightning-fast raids and hit-and-run operations where skill and speed are more important. Wounded Meltran are treated with the same disregard as wounded Zentran, although they tend to have a greater inclusion of what injuries constitute "severely" wounded; if the individual Meltran in question were better skilled she wouldn't have let herself get killed.

Rank Structure

Second names listed are Meltran.

"private" – Line troops with no special designation. Example: Loli Dosel, Konda Bromco, Warera Nantes.

Deparra (platoon leader) – Usually in command of 4 to 15 mecha. Example: Seloy.

Parino (battery leader/ace pilot) – Commands a full battalion or is an ace pilot. Example: Miriya or Chlore.

Hesh (ship captain/battalion leader) – In command of a ship or battalion. Example: Kazianna.

Kravsheera/Moruk (flight admiral/division commander) – Commands 7 to 30 capital ships. Example: Quamjin or Laplamiz.

Formo (records officer) – Commander's advisor, usually in charge of all historical, scientific and technical data. Example: Exsedol

Tul (task force commander) – Fleet commander, leading 50 or more ships. Example: Vrlitwhai.

Gorg (supreme fleet commander) – Commands a fleet of thousands of ships. Example: Boddole Zer.

Character Creation

Zentraedi characters who never have seen culture are made with the following rules and modifications. Full-blooded Zentraedi in a campaign set before or away from the UN do not have to pay the OP cost listed in the basebook; the OP is only for those that wish to play a "natural" Zentraedi in a UN campaign; if the campaign is based on "pure" Zentraedi, no one pays OP for them.

Zentran – The character is a full-blooded Zentran macron and has an undiluted genetic strain from the original Zentran clones. All full-blooded Zentran get +2 to their BOD and STR stats, but must pay 15 OP. Full-blooded Zentran may raise their BOD, STR and one combat skill of choice to 12. Full-blooded Zentran automatically get one free rank of High Pain Threshold.

Meltran – The character is a full-blooded Meltran macron and has an undiluted genetic strain from the original Meltran clones. All full-blooded Meltran get +2 to their AGIL stat and +1 to their PRE and MA stats, but must pay 15 OP. Full-blooded Meltran may raise their AGIL and Piloting skills up to 13. Full-blooded Meltran automatically get Acute Sense: Vision for free since they have 20/70 vision.

** In a macron campaign, ignore the 15 OP cost for full-bloods.

All Zentraedi – In a macron campaign, all Zentraedi are assumed to have the following complications, although they get no OP for them: Enemies (Protoculture, Supervision Army, Protodeviln, Rival Fleets) (15), Manchurian Candidate – do not interfere with Protoculture (5) and Culture Shock. The Manchurian Candidate represents their constant genetic programming of "do not interfere with the Protoculture". On the plus side, all

Zentraedi get a variation of Immunity since they are not affected by most basic illnesses such as head colds, flu or pox (although some varieties will affect them).

Odd hair colors include: blue, orange, purple, black, brown, red and green.

Odd skin tones include: gray, tan, caucasian, bluish, ashen, purplish, green. Meltran seem to be predominately Caucasian in appearance.

Note: With the entire Zentraedi series having the distinctive features of pointed ears and odd skin/hair colors, why did the crew of the Macross not notice the three Zentraedi running around the ship (not to mention Miriya)? Well for one, the crew of the Macross knew the enemy to be giants, not human-sized people. Most likely they thought the micronized Zentraedi had dyed hair or such. Another likely answer is willing ignorance; the crew didn't want to think their enemies to be so much like themselves. On the other hand, distinctive appearance is not always a bad thing since Max was instantly attracted to Miriya's "exotic" beauty.

Skills

All of the Zentraedi Series have basic military skills programmed into them while they are still in the clone chambers, making them already skilled upon emergence. Meltrandi receive further training from their individual superiors, while high command receive even further programming while in the cloning chambers. All basic programmed skills start at level 2, much like "everyman skills". Those with the high command program also have the standard 2 ranks in all basic program skills.

Basic Program	High Command Program
Automatic Weapon	Tactics
Hand to Hand	Astro-Navigation
Rifle & Shotgun	Starship Operation
Military Etiquette	Ship Weaponry
Athletics	Authority
Dodge & Evade	Intimidation

The Zentraedi Series gain the standard 45 skill levels to distribute amongst template skills and basic/high command programmed skills. However, they have much fewer pick up skills due to the lack of general education, they receive only their EDU x1 skill points for pick up skills, and cannot select any scientific or mechanical, electrical, repair or culture-based skills. Zentraedi have the normal OP for customization.

Mecha Pilot Notes

1) Mecha Pilot: Meltran Power Armor includes the Queadlunn-Rau, Queadlunn-Nona, Queadlunn-Oquilla, Shellcair-Gar, Cigno-Mul, Magzemig-Rau, and Migg Pitt
2) Mecha Pilot: Zentran Power Armor includes the Nousjadeul-Ger, Logran-Low, Reglemo-Ger and Migg Pitt
3) Mecha Pilot: Battle Pod includes all Regult variants, Glaug, Exa Glaug, Taug, Waroster, Raulon-Ve and Gilouza-Fre

Soldier/Infantry Program

Training: Basic Program
The soldier is the basic grunt of the Zentraedi war machine. They form the bulk of the countless millions of warriors. They also have the shortest expected lifespan of all Zentraedi forces.
Skills: Automatic Weapons, Hand-to-Hand, Rifle & Shotgun, Mecha Pilot: Battle Pod, Mecha Pilot: Male Power Armor, Mecha Weaponry, Mecha Combat, Dodge & Evade

Special Operations Program

Training: Basic Program
Some of the Meltran (and very few Zentran) fleets understand the need to use elite forces capable of scouting behind enemy lines or to take out key targets. These individuals are trained in melee combat and basic espionage skills. They are roughly the equivalent of the British SAS.
Skills: Hand-to-Hand, Rifle & Shotgun, Mecha Pilot: one of choice, Mecha Weaponry, Mecha Combat, Dodge & Evade, Stealth, Information Gathering

Officer Program

Training: Basic Program + 2 months extra training
Officers receive better training and equipment than soldiers. It is there task to direct the soldiers in battle and to assess the enemy's capabilities.
Skills: Hand-to-Hand, Rifle & Shotgun, Mecha Pilot: Battle Pod, Mecha Pilot: Male Power Armor*, Mecha Weaponry, Mecha Combat, Dodge & Evade, Athletics * Replace with Meltran Power Armor for Meltran officers

Records Officer (Scientist) Program

Training: High Command Program + 2 years extra training
The Records Officer is a combination of scientist, scholar, historian and tactician. They are the most educated of all Zentraedi and the only ones to be allowed to learn about Protoculture.
Skills: History, Expert: Protoculture, Tactics, Cryptography, Mathematics, Radio Communication, Astro-Navigation, Language: Protoculture

Command Officer Program

Training: High Command Program + 1 year extra training
The command officer leads combat groups and fleets, and often has several thousand to several million troops under his command. This particular job is not recommended for players.
Skills: Hand-to-Hand, Mecha Pilot: Zentran Power Armor*, Military Etiquette, Starship Operation, Radio Communication, Intimidation, Authority, Tactics * Replace with Meltran Power Armor for Meltran officers.

Meltran Ace Pilot Program

Training: Basic Program + 6 months extra training
These are exclusively Meltran. They are the most feared combat pilots in the Meltran army. As such, they receive better training and the Zentraedi force's best mecha.
Skills: Hand-to-Hand, Melee, Mecha Pilot: Meltran Power Armor, Mecha Weaponry, Mecha Combat, Dodge & Evade, Gymnastics, Radio Communications

Starting Equipment

All Zentraedi have three duty uniforms, one formal uniform and a laser pistol sidearm with two energy clips

Infantry – assault rifle with three energy clips, heavy body armor

Special Operations – light body armor, laser rifle, melee weapon of choice

Mechanized Infantry – light body armor, laser rifle, assigned a Regult, Nousjadeul-Ger or Raulon-Ve

Meltran Ace – pilot bodysuit, assigned a Queadlunn-Nona (or Queadlunn-Rau for officers)

Chapter 3 – Zentraedi Technology

Zentraedi mecha and ships have two major disadvantages against the UN Spacy. One is that since they were engineered to be disposable soldiers, their mecha are very pathetically armored compared to the UN Spacy's mecha compliment (also the Protoculture didn't want them heavily armed in case they *did* rebel). Second is that the Zentraedi are mechanically inept, having never been taught even the most basic repair skills. If one of their war ships was too damaged to be combat effective, it was returned to one of the Protoculture's automated satellite factories to be refurbished and sent back to its fleet. It's not surprising to come across rogue fleets to this day that look ready to fall apart.

Much of the Zentran and Meltran technology has some organic components, as shown with the internal controls of all Meltran power armor and the symbiotic connection between a fleet commander and their massive ship. Furthermore, some parts of these super-scale command ships have techno-organic computers and advisors.

Automated satellite factories build all of the Zentraedi forces' mecha and ships, with each factory building a single specific unit.

Known Automated Satellite Factories

Zentran

Worquli-Quatafilla 755819th Fully-Automated Armory Planet (Nupetiet Vergnitzs-bis 5631 Battleship, Gragleb-Wovfl Flagship)

Velquel-Quettereul 49377325th Fully-Automated Armory Planet (Queadol-Magdomilla 227 Command Battleship)

Geteulmaqulla-Zollia 4146163-53717550th Fully-Automated Armory Planet (Thuverl Salan Standard Battleship, gravity control systems)

Spoltra-Shifd 18899550th Fully-Automated Armory Planet (Quitra Queleual Landing Ship)

Quedol-Telvwo 12587334th Fully-Automated Armory Planet (Quedol-Telvwo Carrier)

Boquomouxy 2117334th Fully-Automated Armory Planet (Boquomouxy Quel-Quallie Theatre Reconnaissance Pod)

Esbeliben Fully-Automated Armory Planet (Esbeliben Regult Tactical Pod and variants)
Geshbeliben Fully-Automated Armory Planet (Exa-Glaug Officer's Pod)
Gilouza-Fre Fully-Automated Armory Planet (Gilouza-Fre Officer's Pod)
Logran Low Fully-Automated Armory Planet (Logran Low Power Armor)
Reglemo Fully-Automated Armory Planet (Reglemo-Ger Power Armor)
Waroster Fully-Automated Armory Planet (Waroster Heavy Command Pod)
Resoquomi Fully-Automated Armory Planet (Resoquomi Heavy Command Pod)
Taug-Whel Fully-Automated Armory Planet (Taug Artillery Pod)
Ectromelia 979972010th Fully-Automatic Weapons Factory (Esbeliben Del Regult Tactical Pod)
Roiquonmi 330048902nd Fully-Automatic Weapons Factory (Roiquonmi Glaug Officer's Pod)
Flemenmik 7721242921st Fully-Automatic Weapons Factory (Flemenmik Nousjadeul-Ger Power Armour)
Qwethwal-Ko 56343792nd Fully-Automatic Factory (Launch Type II Shuttle)
Ishlytlagl Fully-Automatic Weapons Factory (Golg Gants Charts)

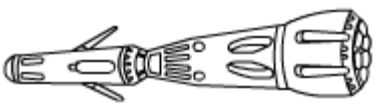
Meltran

Quimeliquola Fully-Automated Armory Planet (Queadlunn-Rau Power Armor)
Cigno-Mul Fully-Automated Armory Planet (Cigno-Mul Power Armor)
Shellcair-Gar Fully-Automated Armory Planet (Shellcair-Gar Power Armor)
Magzemig-La Fully-Automated Armory Planet (Magzemig-La Power Armor)
Esokolara 3577455th Fully-Automated Armory Planet (Meltran Fleet Carrier)
Shebaro-Gar 8744650th Fully-Automated Armory (Meltran Flagship)
Usakigar 8799677th Fully-Automated Armory Planet (Meltran Gunship)
Makaro-Sa 18799550th Fully-Automated Armory Planet (Meltran Gunship)
Mac-Ruse 152959307th Fully-Automated Armory Planet (Meltran Gunship)
Dashima-Re 203643792nd Fully-Automated Armory Planet (Meltran Gunship, thrusters, sensors)
Kregaru-Baz 2339521st Fully-Automated Armory Planet (Meltran Fast Patrol Ship)
Optobectra 194743215th Fully Automated Armory Planet (Meltran Heavy Frigate)
Quitolera 194743745th Fully-Automated Armory Planet (Meltran Scout Ship)
Gosges-Siore 2703307th Fully-Automated Armory Planet (Meltran Standard Battleship)
Shik-Telnekulla Fully-Automated Armory Planet (space fold cluster)
Workl-Quatafilla Fully-Automated Armory Planet (auxiliary engine units)
Gas-Quelof Fully-Automated Armory Planet (gravity control system)
Teliq Meltrandi Fully-Automated Armory Planet (space fold clusters)
Mosuwaru-Ko Fully-Automated Armory Planet (command base components)

Several mecha are built by multiple satellite factories. For instance, 200 million or more such factories build the Regult tactical pod. This should give some idea of the scope of the Stellar Republic and their forces. On the other hand, it is stated that there was only a single satellite factory producing the Glaug officer's pod, and that its destruction caused a massive shortage of the mecha.

Zentraedi Technology

When the Protoculture created the Zentraedi, they meant for them to be "biological weapons", and therefore completely disposable. As such, their mecha were little more than a weapons system held together with flimsy armor. The Meltran fared much better, being intended for ace pilots. Meltran power armor is much more durable and has more sophisticated systems to enhance their performance, whereas the Zentran rely on overwhelming the opponent with sheer numbers.



Missiles

Zentraedi missiles differ from the ones used by the UN; again, the Zentraedi get quantity over quality. The laser missile is a missile that breaks apart and deploys multiple micro-drones that fire low-scale lasers throughout the area to make the "blast" effect. The anti-Evil missile is only used by the Migg Pitt unit.

Missile Type	WA	Range	DMG	Cost	Notes
Glatrlan Diqhaug	+2	32	2	2.3	CMV, Queadlunn Series, Migg Pitt
Gerluj Touwhaug	-1	32	3	0.7	Gluuhaug Regult, Glaug Series
Gluuk Awhaug	-1	1800	5	6	AP, Zer Regult, Serauhaug Regult*
Rotpaen Touwhaug	+1	2700	10	4.5	Blast 1, Quel-Quallie
Seraum Awhaug	-1	32	7	1.4	Serauhaug Regult, Reglemo-Ger
Whernid Awhaug	+0	2080	5	2.6	Raulon-Ve Fighter Pod
Vlwheralt Awhaug	-1	64	4	1.3	Blast 1, Gluuhaug Regult, Queadlunn-Ger
Laser Missile	+1	64	5	12	Blast 2
Anti-EVIL	+2	127^2	20	1075	Blast 2, Long Range, Corvette Scale

* This missile requires a Del Regult for targeting (-3 WA without).

Battle Pod Leg Servos

Even though the Glaug and Regult pods are much heavier than the UN's VF series, they could run as fast as a VF-1. This is most likely due to advanced leg servos to allow them a faster running rate. These are only available to the battle pod series, and cannot be used for any of the Zentran or Meltran power armors.

MA Bonus	Cost	Spaces/Leg
+50%	x0.2	1
+100%	x0.3	2
+150%	x0.4	3
+200%	x0.5	4

Armor

As mentioned many times, Zentran mecha are not heavily armored. The Protoculture used low-mass tungsten composite plating that is the standard for most Zentran mecha. Aside from the fair protection provided against projectiles, missiles, and other kinetic weapons, this armor is also has limited resistance to plasma globes (annihilation discs), lasers, and fair against particle guns too, owing to the fact that the armor can flake off and evaporate in layers under fire from such high-energy weapons, taking much of the weapon's energy and converting it into the latent heat of sublimation in the armor. The armor stops all small arms fire, and has fair resistance to all weapons commonly mounted on combat mecha.

In Mekton terms, Zentran mecha use ablative armor (x0.5 armor cost multiplier). Meltran power armor suits use standard armor.

Inertial Dampening System

This highly sophisticated system is only found in the Meltran Queadlunn-Rau power armor (and variants). The system is woven throughout the armored suit to help reduce the G-forces created by high-speed maneuvering. Because of this system, the Queadlunn-Rau is one of the most dangerous mecha in the combined Protoculture army.

In the late 2030's, this system is incorporated into the YF-21/VF-22 during Project Supernova.

In Mekton terms, this functions as ACE +100% (x0.2 cost multiplier).

Bitoqua Automatic Attack Drone

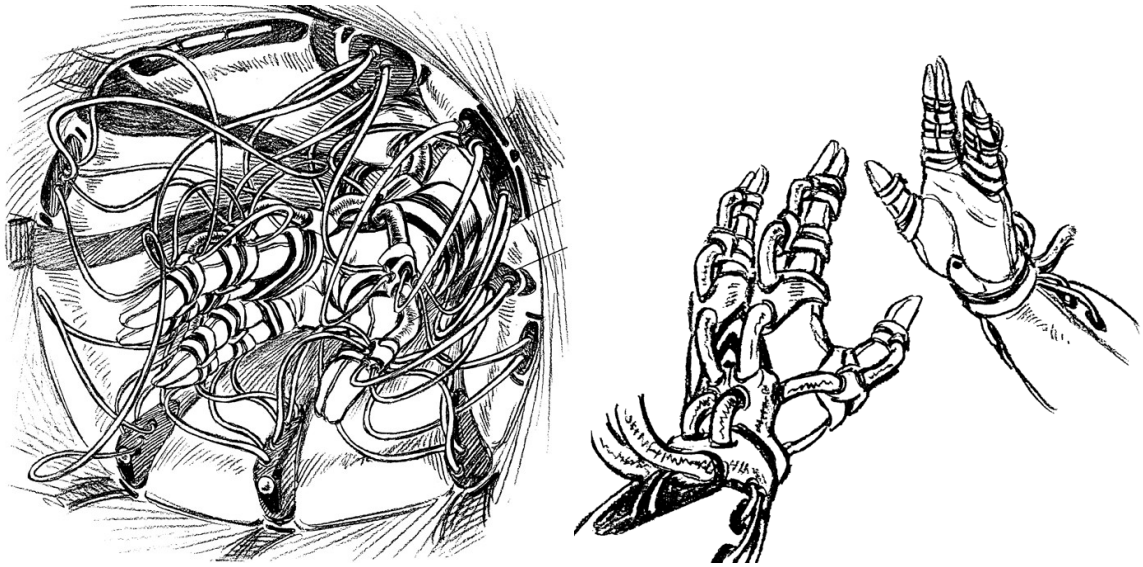
Late in the era of the Schism War between the Supervision Army and the Inspection Forces, the Inspection Forces developed these sophisticated Attack Bits to augment certain powerful frontline units. The Magzemig La, and Migg Pitt were two of the heavy units designed to use this advanced weapons system. Essentially these drones were designed to autonomously fly with the mother craft, take targeting data either from the pilot or the mother craft, and fire upon these enemy units. The onboard combat computer was aware of the combat zone and could dodge incoming enemy fire without input from the pilot. When the mother craft is destroyed, the Bits become inactive. Most of the Attack Bits produced were designated for specific units. However, the Bits are controlled by an organic link module inside the mecha that can be transferred to another unit if the technician knows where the control module is located. Due to the unique bio-organic nature of these Zentraedi mecha, the control module will only work in them.

Techno-Organic Components

As stated previously, parts of Protoculture technology used for Zentran and Meltran forces is partially organic in nature. This is best shown in the controls of the Meltran power armor suits and the living link between fleet commanders and their super-scale command vessels. These ships also have techno-organic computers and "advisor" units. This is considered part of normal Zentraedi technology and requires no additional cost multipliers due to the advanced super-science used by the Protoculture.

All of the super-scale command ships have four to six such techno-organic advisors in the command room. These advisors appear to be a large cranial unit sprouting many tendrils, with a long mechanical spine-like appendage. The neural tissue contained in the cranial unit of them are so dense that their computational and storage capacity is better than any type of computer system available to fleet commanders, thus making their counsel indispensable. These advisors also have the ability to interact with the Command Base's systems, other Zentraedi units, and Zentraedi themselves via the tendrils that sprout from his unusual form. These tendrils are organic data transfer jacks and allow them to process vast amounts of data very quickly (functions as Telemechanics and Telepathy). Note that Records Officers and Supreme Commanders have this same ability.

Any other forces trying to adapt this techno-organic technology to their own must pay the standard cost multiplier listed in Mekton Zeta Plus.



Queadlunn-Rau hand controls

Zentraedi Mecha

Zentran Mecha: Regult Tactical Pod, Regult Gluuhaug Pod, Regult Serauhaug Pod, Del Regult Pod, Zer Regult, Nousjadeul-Ger Power Armor, Glaug Officer Pod, Raulon-Ve Fighter Pod, Exa-Glaug Officer Pod, Gilouza-Fre Officer Pod, Logran Low Power Armor, Reglemo-Ger Power Armor, Recovery Pod

Meltran Mecha: Queadlunn-Rau Power Armor, Queadlunn-Na Power Armor, Cigno-Mul Power Armor, Shellcair-Gar Power Armor, Magzemig-La Power Armor

Special Mecha & Drones: Migg Pitt, Automatic Attack Drone, Automatic Heavy Weapons Platform Drone

Cigno-Mul

In 2036, the Neld Space Fleets attacked the U.N. Spacy. When the fleet split into two, several squadrons of Meltrandi Power Armor attacked the orbiting Factory Satellite. The Cigno-Mul was primarily stationed around the ships as escorts and when encountered, preferred to snipe at long range with their beam cannons.

In 2037 when the Leplendis Space Fleet arrived, the Cigno-Mul was encountered again in even greater numbers. These units acted as defensive perimeters around all ships. They also formed into strike groups designed to go after, and destroy U.N. Spacy ships. Again the favored tactic of the Cigno-Mul was to snipe at long range with the beam cannons.

Esbeliben Regult Series

The Regult pod can be easily described as a beer can on stilts. Regults have little armor, weak thrusters and only the most basic sensors and weapons systems. Approximately 1 in 12 Regult have a pair of missile pods (SRM or LRM) attached on the top for additional firepower. For reconnaissance purpose, the top-mounted weapons can be replaced with a low-grade sensor suite. The Regult's only combat advantage lies in their overwhelming numbers. The Regult uses manual controls for the legs, and is more tiring than running without a pod.

The Regult has five variations:
Regult – armed with anti-aircraft lasers
Gluuhaug Regult – armed with 24 light assault missiles
Serauhaug Regult – armed with 4 heavy assault missiles
Del Regult – has no weapons, but has increased sensors and communications.
Zer Regult – armed with one heavier beam gun, replace anti-air guns with missile rack

Exa-Glaug Officer Pod

The Exa-Glaug is an upgraded form of the more typical Glaug. The Exa-Glaug was first encountered shortly after Space War I when Rouge Zentran fleets began to enter the solar system. Whereas the standard Glaug has been dwindling in numbers, the Exa-Glaug has been more frequently encountered. The Exa-Glaug typically leads a squadron of battle pods. Many of these units were also encountered in 2037 when the Burado fleet entered the Solar System.

Flemenmik Nousjadeul-Ger

This is the Zentraedi power armor, donned much like putting on a jumpsuit. The suit essentially provides a Zentraedi soldier with mobility and a couple of weapon systems for fighting in a zero-G environment. The Nousjadeul-Ger is a weak equivalent to the Meltrandi Queadlunn-Rau, designed mostly for heavy infantry. Note that since it is worn like a jumpsuit, destroying a limb of the mecha will quite likely also take the pilot's limb with it.

Flemenmik Nousjadeul-Ger Officer Power Armor

The Male Power armor was the primary mecha of the Zentraedi's Air Mobile Calvary. With its limited flight capabilities, the Male Power amour could be released from high orbit fighting its way to the surface. Upon reaching the surface, battalions of Male Power armors would entrench and hold any ground until reinforcements of Battle Pods landed. As the war against the Inspection Army proceeded, the Protoculture came to the realization that command personnel for the Air Mobile Calvary were increasingly coming under fire from the planetary and mecha defenses. They decided that a new more advanced Officers Power Armor with increased sensor and amour capabilities was needed for their elite troops.

The Officer Power armor takes much from its predecessor, as the basic body shape remains the same. However, the forward impact cannon, which was largely ineffective, was removed. The weight saved was thus devoted to increased amour and the addition three more powerful plasma shock expansion thrusters, producing 33% more thrust. The only mounted weapon was the new PB-11, able to fire larger energy bursts at a higher rate of fire over the older PB-10 design found on the Male Power amour. An external pistol version of the Zentraedi Shock rifle was standard complement, as the designers could not bare to have a design with only one range weapon. To help the standard Zentraedi soldier distinguish between these two types of power armors, the Officer Power armor was colored purple

The Male Power Armor was produced only in limited qualities at the end of the Stellar Republic, as lack of manufacturing facilities took a toll on the project. Only some 20,000 Officer Power armors were produced. A majority of these never saw combat with

the Inspection Army, but instead entered combat for the first time when Boddole Zer attacked earth on June 18, 2011. A majority of these mecha were destroyed during the fight. However, several hundred survived and landed on the Earth's surface.

Gilouza-Fre Officer Pod

The Burado Fleet contained many different variations of Zentraedi and Meltrandi mecha. The Officer/Squadron Commander Pod is no exception. This unit has the general appearance of the Glaug Officer Pod. Above and beyond this however, it has fully articulating arm and hand units. This unit also had a more advance sensor package.

These were among the first units to engage the U.N. Spacy near Pluto. Also advanced front-line units were able to penetrate as far in as Earth before they were stopped by forces operating off of the Prometheus II. A particularly bloody exchange happened near Uranus when forces of the Burado fleet led by the Zentraedi, Kamjin Kravshera, encountered the 2nd defensive perimeter. The Minmei attack was proving to be ineffective, and losses from the 2nd Defensive Perimeter were high.

Logran Low Power Armor

When the Burado Fleet arrived in the Solar system in 2036, the U.N. Spacy faced units not unlike the mecha from the Bodolza and Laplamiz fleets. The male power armor was similar to the male power armor of the Bodolza Fleet with a few notable exceptions. Instead of one overhead particle beam, this model had two. Also the back mounted thruster unit was slightly larger making this unit slightly more suited for space borne combat.

The male power armor was one of the front-line units encountered by the U.N. Spacy forces. The Burado Fleet had almost as many as they had battle pods. Initially, losses to this unit were quite high, and would have been considerable had not the "Minmei Attack" not been so effective. Caution should be exercised if these units are ever encountered in the future.

Magzemig-La

Perhaps the most deadly Meltrandi power armor, the Magzemig La is thankfully a very rare unit. First encountered in 2036 when the Neld Fleet invaded the Solar System, the Magzemig La proved to be a lethal opponent. This unit has a unique weapons system that few other Zentran/Meltran mecha have, Automated Attack Bits. These are fully automated drones that fly along side the Magzemig La and take targeting queue from the pilot, then attack independent of the larger mecha unit. This unit was developed very late in the Stellar Republic, its production has been curtailed sharply due to concentrated Inspections Forces attacks. Typically only the top aces in a fleet have this unit, making it nearly unique in a fleet of millions.

Migg Pitt

Developed as the most powerful battlesuit by the ancient Protocultures, the Migg Pitt is a colossal construct. Designed toward the end of the cataclysmic wars with the Inspections Forces and the Protodeviln, the Migg Pitt was designed to augment Zentraedi or Meltrandi so that they could attack and destroy the E.V.I.L. Series Zentraedi.

The Migg Pitt towers over every other Variable fighter and destroid mecha ever encountered or produced. A full sized Zentran/Meltran warrior sits in a cockpit at the top of the unit. Starship scale laser cannons and immense arrays of missiles round out the offensive weaponry. The Migg Pitt also has an interesting feature in that a full sized Light Artillery Regult in enclosed in its structure and acts as an escape pod for the pilot if the Migg Pitt takes too much damage.

The first Migg Pitt was encountered in 2036 when Quamjin sent encoded transmissions to the orbiting Factory Satellite. The automated systems began constructing the Migg Pitt in one of the unexplored factory arms. Quamjin was then able to sneak aboard and gain access to the Migg Pitt. The next time the Migg Pitt was encountered was one year later when the Burado fleet invaded. This time Quamjin had several produced and stockpiled aboard the Burado Fleet Command Base.

As these mecha are specifically designed to attack and destroy Protodeviln and E.V.I.L. Series Zentran, extreme caution should be taken when engaging these units.

Raulon-Ve Fighter Pod

The Raulon-Ve is an armored rocket sled/shuttle that the Zentraedi pilot lays down in to fly. The Raulon-Ve is the Zentraedi's fastest and most agile mecha scale vehicle, being almost the equivalent of the VF-1 in speed and maneuvering.

Recovery Pod

This is an unarmed pod for recovering salvageable mecha and pilots as well as sealing hull breeches.

Reglemo-Ger Power Armor

One of the more advanced Male Power Armor units encountered, the Reglemo-Ger was given the designation as a Heavy Artillery Power Armor due to its stores of heavy missiles. This unit was first encountered off the South American coast of Argentina when the rogue Gleg Fleet invaded the Sol System. Numerous units were guarding the secret base the Zentraedi had established in the caves along the coastline. The unit is larger than any other male power armor and is slightly larger than the Meltrandi Queadlunn-Rau. The Zentran pilot sits in the central section with his arms and legs. The left shoulder of the Power Armor has a large Particle Beam cannon, and the right has a Heavy Missile battery. The arms are quite long and rather spindly, but are capable of carrying any sort of Zentraedi or Meltrandi style weapon.

Resoquomi Heavy Command Pod

During the brief skirmishes with the Gleg Zentraedi/Meltrandi fleet, many previously unseen units participated in the attacks against U.N. Spacey. In the initial stages of the invasion, this Heavy Command Pod coordinated the attacks of numerous automated units and manned units in and around the Debris Belt orbiting Earth.

The Command Pod bears a passing resemblance to the Officers pod with attached boosters. The Command Pod is however much larger. Twice as large in fact. It has a dual cockpit, for one pilot/gunner, and a second command and control officer/gunner. There are two weapon arms similar to that of the Officer's Pod, as well as an overhead cannon.

The command pod also features a central laser cannon and a unique gravity wave device, unseen in any other Zentraedi/Meltrandi mecha.

Roiquonmi Glaug Officer's Pod

The officers of the Zentraedi and some Meltrandi pilot these units. The Glaug has more weapons, better sensors and thicker armor, giving the pilot a better chance to survive in battle. The Glaug officer pod may also be mounted into a heavily armored rocket sled for increased speed and protection, as well as trans-atmospheric capability. The Glaug is one of the more rare of Zentraedi mecha due to the automated satellite factory that built them was destroyed

Queadlunn-Ger Tactical Power Armor

With the development of the Officer Power Armor and the Queadlunn-Rau Power Armor, the Protoculture decided that the ultimate power armor was still needed. The Officer Power armor had greater armor protection than the Queadlunn-Rau and had more powerful beam weaponry. While the Queadlunn-Rau possessed the advanced Inertial control system and high missile load. What was needed was a command mecha that could fight anything that the Invid or the newly rebellious Disciples of Zor possessed. Hence the Queadlunn-Ger or the Tactical Power armor was developed.

The Tactical Power armor takes much from its predecessors, as the basic body shape remains the same as the Officer power armor; however, roughly 50% of the armor protection was added. Two plasma shock thrusters, identical to the three mounted on the female power armor were added. Because of the increased armor weight of the mecha the acceleration in space or the maximum speed in the atmosphere is much less than that of the female or officer power armor. The top mounted highly effective PB-11 was kept. The largest addition to the firepower of the Tactical Power Armor is the four missile launchers added to the primary weapon systems. Two SL-21a missile systems from the female power armor were added on the back shoulders of the mecha along with two SL-9c missile launchers on either arm. This gave the Tactical Power Armor 102 Glatrlan Diqhaug micromissiles.

The Tactical Power Armor never made it past the experimental stage. Only 1,000 units were produced and tested in the elite units of the Stellar Republic. Most of these units were destroyed in the numerous fights with the Protodeviln at the end of the Stellar Republic's reign. However, some 50 units were transferred to Vrlitwhai's recovery fleet. All of these units were destroyed during the subsequent battles with the SDF-1 or in the final attack with Boddole Zer above Earth on June 18, 2011.

Queadlunn-Nona Meltrandi Power Armor

Mass produced version of the Queadlunn-Rau meant for the bulk of Meltran troops. It has fewer missiles and slightly lower maneuverability than the Rau.

Queadlunn-Rau Meltrandi Power Armor

The Queadlunn-Rau is the standard unit for Meltrandi ace pilots. Unlike most Zentraedi units, the Meltrandi power armor is stepped into much like donning a jumpsuit. The Queadlunn-Rau has more weapons and much better armor than Zentraedi mecha, as well as the inertial dampening system that makes it highly maneuverable. Note that since

it is worn like a jumpsuit, destroying a limb of the mecha will quite likely also take the pilot's limb with it.

Queadlunn-Rau Meltrandi Power Armor – Chlore Type

Chlore, commander of a large rogue Meltrandi fleet encountered by the Macross 7 fleet, possesses a gold painted custom Queadlunn-Rau. She has it customized to be faster. Since Meltrandi have no mechanical skills, it is questionable where it was worked on, unless there is a Zentraedi automated factory that has templates to build or upgrade such a mecha for fleet commanders and ace pilots.

Queadlunn-Yau Assault Power Armor

The development of the Queadlunn-Ger (Tactical Power Armor) power armor provided the male Zentraedi an equivalent counterpart to the highly successful Queadlunn-Rau. The Protoculture looked at other ways to improve the standard male power armor to fill other tactical requirements. One design improvement was to produce a highly mobile cavalry unit which could be quickly deployed to key areas of the battlefield or used for special operations.

The Assault Power Armor (Queadlunn-Yau) was developed 5 years after the Tactical Power Armor to fulfill these needs. Although, the Assault Armor does not have nearly the armor nor the firepower of the standard Tactical Power Armor, it still outclasses the standard Male Power Armor. The highly successful PB-11 was kept as the primary long range weapon; however, the missile load was reduced to 42 short range missiles mounted in two SL-21 launchers on either shoulder. Two carbine versions of the venerable PB-10, found on all combat models of the Regult Battle Pod, were added to either arm for short range defense.

The Queadlunn-Yau never made it past the experimental stage. Only 250 models were produced immediately before the Zentraedi campaign to recapture the SDF-1. Approximately 50 Assault Armors were included in Vrlitwhai's forces to reclaim the SDF-1. The Boddole Zer felt that the special operations nature of the mission would fit in with the design parameters of the Assault Armor.

Shellcair-Gar

This unit was first observed in 2036 when the Neld Space Fleet invaded the Solar System. In the Neld combined Meltran/Zentran fleet, these units were very sparse and functioned as a space attack unit. Several of these were encountered by UN Spacy. As had been previously observed, the Meltrandi power armor was considerably more powerful then the Zentraedi counterpart. There were also relatively fewer of them.

In 2037, the Leplendis and Burado Space Fleets attacked the U.N. Spacy. The Leplendis Fleet was a rouge Meltrandi fleet that had wondered the galaxy for many eons. The most common unit in the Leplendis fleet was the standard Queadlunn-Rau unit. The Shellcair-Gar unit was relatively rare. It was used mainly in the larger squadrons as a mainline attack unit.

The Neld fleet was eventually destroyed by the "Minmei Attack", but the Leplendis Fleet escaped by folding out during an attack. With the Leplendis fleet aware of the location of Earth and its resources, and with their immense fleet still mostly intact, it is only a matter of time before these units are encountered again.

Taug Artillery Pod

First encountered when the Gleg Fleet invaded the Solar System, this unit was similar to the Glaug Officer Pod. It does not have legs, but instead has two fixed aft thruster pods where the legs on a Glaug would attach. The main weapon system is a heavy artillery cannon mounted on the top of the Taug. Similar in configuration to the Monster 40cm cannons, this heavy cannon can fire projectiles that inflict heavy damage. Taug units were encountered in moderate numbers when the UN Spacy fleet attacked the Gleg Command Base.

Waroster Heavy Command Pod

During the brief skirmishes with the Gleg Zentraedi /Meltrandi fleet, many previously unseen units participated in the attacks against U.N. Spacy. The Waroster Pod was first encountered aboard a Zentraedi Scout Ship hiding in the Antarctic Waste. When UN Spacy variable fighters attacked the ship, it began to take off and ascend into orbit. The Waroster was the Command unit leading the counter attack onboard the Scout Ship.

This unit has a unique look not seen in other Zentran Battle Pods. Its weaponry consists of two arm mounted laser cannons, a heavy laser cannon on the head, and a missile battery in the tail. It has been noted that this unit has a slight bird-like appearance, however when this unit was encountered, it was exceptionally dangerous.

Zentran Mecha

Raulon-Ve Fighter Pod

COST: 54 CP (+26 CP for missiles)
Availability: since before 500,000 BC to 20XX

HEIGHT:
?
WIDTH:
?
LENGTH:
17.37m
WEIGHT:
?

Mode	MV	Land MA	Fly MA
Battle Pod	-2	0	18

Maneuver Pool +0%

Servo	Class	Kills	Spaces	Armor	SP	Kills	
Main Body		HS	10	10	MS/Ab	4	4

Thrusters	Location	MA
Thruster	Torso	6
Thruster	Torso	6
Thruster	Torso	6

Sensors	Location	Kills	Sensors	Communications
LW	Torso	1	3 km	500 km

Weapon	Location	DMG	Range	WA	Kills	Shots	Notes
Tri-barrel Laser	Torso	2	12	+0	2	U	BV 3
Missile Rack	Torso	10	2080	+0	6	9	Linked
Missile Rack	Torso	10	2080	+0	6	9	Linked

Optional Systems
Nightsight, Spotlight, Combat Computer

Multipliers
Environmentals (Space), Verniers (5 main body), Weight Inefficient, Transatmospheric Ability

Esbeliben Regult Tactical Pod

COST: 106 CP
Availability: since before 500,000 BC to 20XX

HEIGHT:
15.12m
18.67m light missile
19.12m heavy missile
WIDTH:
9.86m light missile
8m heavy missile
LENGTH:
8.2m light missile
8.3m heavy missile
WEIGHT:
37,000 kg
39,600 kg light missile
41,000 kg light missile

Mode	MV	Land MA	Fly MA
Battle Pod	-2	10 (500m/round)	20 (1000m/round)

Maneuver Pool +0%

Servo	Class	Kills	Spaces	Armor	SP	Kills	
Main Body		HS	10	15	MS/Ab	4	4
Right Leg		STR	4	6	STR/Ab	3	3
Left Leg		STR	4	6	STR/Ab	3	3

Thrusters	Location	MA
Thruster	Torso	10
Thruster	Torso	10

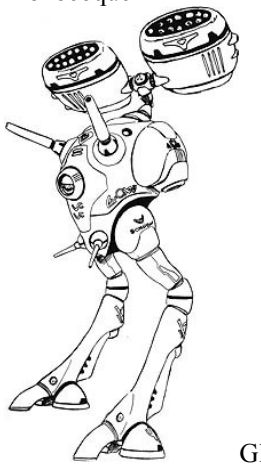
Sensors	Location	Kills	Sensors	Communications
LW	Torso	1	3 km	500 km

Weapon	Location	DMG	Range	WA	Kills	Shots	Notes
Beam Gun	Torso	3K	24	+0	3	U	Linked
Beam Gun	Torso	3K	24	+0	3	U	Linked
Anti-Air Laser	Torso	1K	24	+0	1	U	BV2, Link, Phalanx Vari
Anti-Air Laser	Torso	1K	24	+0	1	U	BV2, Link, Phalanx Vari

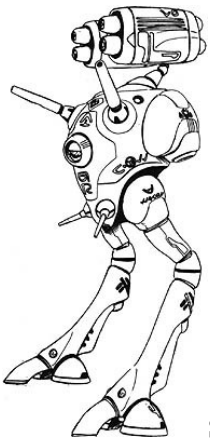
Autocannon	Torso	1K	12	+0	1	-	BV2, Anti-Personnel, Link
Autocannon	Torso	1K	12	+0	1	-	BV2, Anti-Personnel, Link
Ammo					3	80	

Optional Systems
Nightsight, Spotlight, Combat Computer

Multipliers
Environmentals (Space), Verniers (3 Main Body, 1 each Leg), Battle Pod Leg Servos, Weight Inefficient Monocoque



Gluuhaug Regult



Serauhaug Regult

Notes: The anti-aircraft lasers can be removed and replaced with one of the following options:
Gluuhaug Regult: Light Missile Rack: +1.5 CP, +2,100 kg
STR Pod with STR/Ab armor (3K, SP3), 24 light assault missiles (+0 WA, 3K, Range 32, 5 Kills)
Serauhaug Regult: Heavy Missile Rack: -13.5 CP, +4,000 kg
LW Pod with STR/Ab armor (3K, SP3), 4 heavy assault missiles (+0 WA, 7K, Range 32, 2 Kills)

Ectromelia Del Regult Tactical Scout Pod

COST: 70 CP
Availability: since before 500,000 BC to 20XX

HEIGHT:
18.2m
WIDTH:
12.6m
LENGTH:
7.6m
WEIGHT:
39,800 kg

Mode	MV	Land MA	Fly MA
Battle Pod	-2	10 (500m/round)	20 (1000m/round)

Maneuver Pool +0%

Servo	Class	Kills	Spaces	Armor	SP	Kills	
Main Body		HS	10	15	MS/Ab	4	4
Right Leg		MS	4	6	STR/Ab	3	3
Left Leg		MS	4	6	STR/Ab	3	3
Pod		STR		6	STR/Ab	3	3

Thrusters	Location	MA
Thruster	Torso	10
Thruster	Torso	10

Sensors	Location	Kills	Sensors	Communications
LW	Torso	1	3 km	500 km
MS	Pod	2	7 km	1000 km

Weapon	Location	DMG	Range	WA	Kills	Shots	Notes
None							

Optional Systems
Nightsight, Spotlight, Combat Computer, Advanced Sensors

Multipliers
Environmentals (Space), Verniers (3 Main Body, 1 each Leg), Battle Pod Leg Servos, Weight Inefficient Monocoque

Zer Regult

COST: 81 CP (+36 CP for missiles)
Availability: since before 500,000 BC to 20XX

HEIGHT:
17.4 m
WIDTH:
8.0 m
LENGTH:
8.3 m
WEIGHT:
38,000 kg

Mode	MV	Land MA	Fly MA
Battle Pod	-2	10 (500m/round)	20 (1000m/round)

Maneuver Pool +0%

Servo	Class	Kills	Spaces	Armor	SP	Kills	
Main Body		HS	10	15	MS/Ab	4	4
Right Leg		STR	4	6	STR/Ab	3	3
Left Leg		STR	4	6	STR/Ab	3	3

Thrusters	Location	MA
Thruster	Torso	10
Thruster	Torso	10

Sensors	Location	Kills	Sensor	Communications
LW	Torso	1	3 km	500 km

Weapon	Location	DMG	Range	WA	Kills	Shots	Notes
Beam Gun	Torso	3K	24	+0	3	U	
Large Cannon	Torso	4K	24	+1	4	U	
Autocannon	Torso	1K	12	+0	1	-	BV2, Anti-Personnel, Link
Autocannon	Torso	1K	12	+0	1	-	BV2, Anti-Personnel, Link
Ammo					3		

Missile Rack	Torso	5K	32	-1	2	6	Blast 1

Optional Systems
Nightsight, Spotlight, Combat Computer

Multipliers
Environmentals (Space), Verniers (3 Main Body, 1 each Leg), Battle Pod Leg Servos, Weight Inefficient Monocoque

Notes: Designed as an advanced Regult multi-purpose combat battlepod.

Roiquonmi Glaug Officer's Pod

COST: 296 CP (+4.2 CP for missiles)
Availability: since before 500,000 BC to approximately 278,000 BC

HEIGHT:
16.55m
WIDTH:
11.4m
LENGTH:
12.66m
WEIGHT:
41,200 kg

Mode	MV	Land MA	Fly MA
Battle Pod	-3	14 (700m/round)	20 (1000m/round)

Maneuver Pool +0%

Servo	Class	Kills	Spaces	Armor	SP	Kills	
Main Body		LW	12	18	LW/Ab	6	6
Right Leg		MS	5	8	MS/Ab	4	4
Left Leg		MS	5	8	MS/Ab	4	4
Right Arm		MS	5	8	MS/Ab	4	4
Left Arm		MS	5	8	MS/Ab	4	4

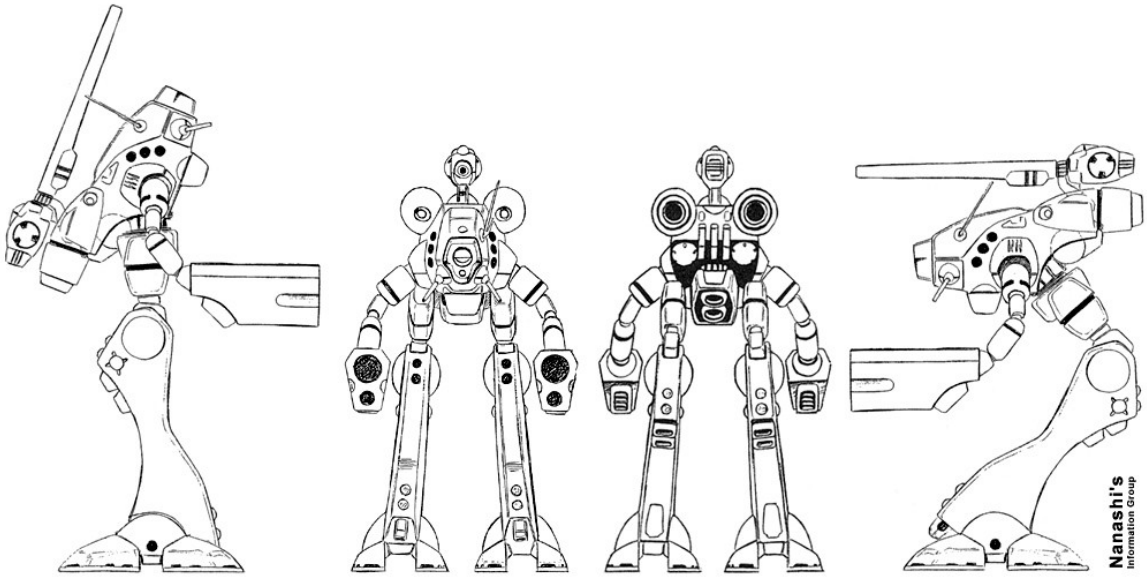
Thrusters	Location	MA
Thruster	Torso	10
Thruster	Torso	10

Sensors	Location	Kills	Sensors	Communications
HS	Torso	2	20 km	1800 km

Weapon	Location	DMG	Range	WA	Kills	Shots	Notes
Particle Cannon	Weapon Mount	7K	64	+1	7	U	Warmup 1
Large Cannon	Right Arm	4K	24	+1	4	U	Linked
Large Cannon	Left Arm	4K	24	+1	4	U	Linked
Small Cannon	Right Arm	2K	24	+1	2	U	Linked
Small Cannon	Left Arm	2K	24	+1	2	U	Linked
Anti-Pers. Laser	Torso	1K	24	+0	1	U	BV3, Anti-Personnel, Link
Anti-Pers. Laser	Torso	1K	24	+0	1	U	BV3, Anti-Personnel, Link
Missile Launcher	Torso	3K	32	-1	1	3	Linked
Missile Launcher	Torso	3K	32	-1	1	3	Linked

Optional Systems
Nightsight, Spotlight, Combat Computer, Weapon Mount, Manipulator Arms (x2)

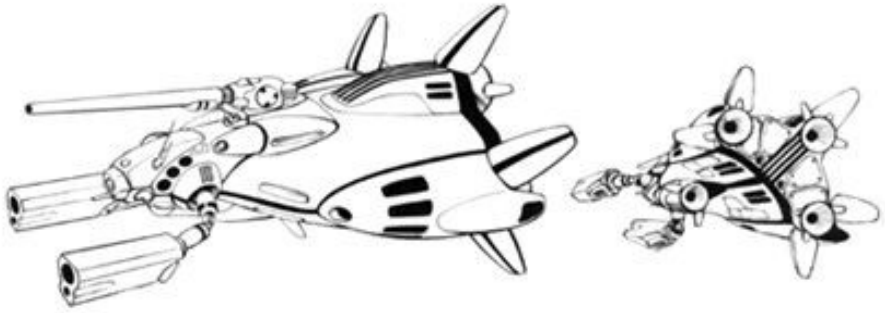
Multipliers
Environmentals (Space), Verniers (3 Main Body, 1 each Leg), Battle Pod Leg Servos
Monocoque



Notes: 280,000 years ago, the factory producing this mecha was destroyed.

Glaug Eldare Armored Vehicle

COST: 504 CP (+4.2 CP for missiles)
Availability: since before 500,000 BC to approximately 278,000 BC



HEIGHT:
10.2m
WIDTH:
16.2m
LENGTH:
14.44m
20.4m with Glaug
WEIGHT:
40,600 kg
81,800 kg with Glaug

Mode	MV	Land MA	Fly MA
Battle Pod	-3	0	38 (1900m/round)

Maneuver Pool +0%

Servo	Class	Kills	Spaces	Armor	SP	Kills	
Main Body		LW	12	12	LW/Ab	6	6
Right Arm		MS	5	5	MS/Ab	4	4
Left Arm		MS	5	5	MS/Ab	4	4
Armored Sled		MS	-	10	MS	4	4

Thrusters	Location	MA
Thruster	Armored Sled	10
Thruster	Armored Sled	10
Thruster	Armored Sled	10
Thruster	Armored Sled	8

Sensors	Location	Kills	Sensors	Communications
HS	Torso	2	20 km	1800 km

Weapon	Location	DMG	Range	WA	Kills	Shots	Notes
Particle Cannon	Weapon Mount	7K	64	+1	7	U	Warmup 1
Large Cannon	Right Arm	4K	24	+1	4	U	Linked
Large Cannon	Left Arm	4K	24	+1	4	U	Linked
Small Cannon	Right Arm	2K	24	+1	2	U	Linked
Small Cannon	Left Arm	2K	24	+1	2	U	Linked
Anti-Pers. Laser	Torso	1K	24	+0	1	U	BV3, Anti-Personnel, Link
Anti-Pers. Laser	Torso	1K	24	+0	1	U	BV3, Anti-Personnel, Link
Missile Launcher	Torso	3K	32	-1	1	3	Linked
Missile Launcher	Torso	3K	32	-1	1	3	Linked

Optional Systems
Nightsight, Spotlight, Combat Computer, Weapon Mount

Multipliers
Environmentals (Space), Verniers (3 Main Body, 7 Rocket Sled)

Notes: To enhance the capabilities of the Glaug command battle pod in aerospace and space-borne missions, where the danger of long-range guided missile attack was far larger than planetside, the Eldare armored vehicle was designed and built in conjunction with the Glaug pod. The aim was to increase the survivability and fighting power of the Glaug by enhancing maneuverability and acceleration, as well as adding a more appropriate (to space) armament. The legs of a Glaug officer's pod are removed, and the chassis is bolted into a well armored rocket sled.

Exa-Glaug Officer's Pod

COST: 306 CP (+4.2 CP for missiles)
Availability: since before 500,000 BC to 20XX

HEIGHT:
16.55m
WIDTH:
11.4m
LENGTH:
12.66m
WEIGHT:
43,200 kg

Mode	MV	Land MA	Fly MA
Battle Pod	-3	14 (700m/round)	20 (1000m/round) (mach 2)

Maneuver Pool +0%

Servo	Class	Kills	Spaces	Armor	SP	Kills	
Main Body		HS	10	15	HS/Ab	5	5
Right Leg		HS	5	8	MS/Ab	4	4
Left Leg		HS	5	8	MS/Ab	4	4
Right Arm		HS	5	8	MS/Ab	4	4
Left Arm		HS	5	8	MS/Ab	4	4

Thrusters	Location	MA
Thruster	Torso	15
Thruster	Torso	15

Sensors	Location	Kills	Sensors	Communications
LH	Torso	2	20 km	1800 km

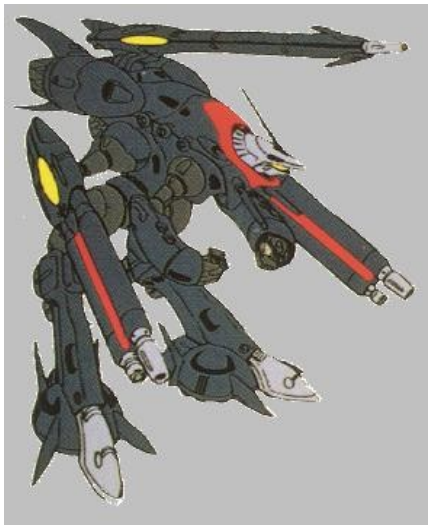
Weapon	Location	DMG	Range	WA	Kills	Shots	Notes
Particle Cannon	Weapon Mount	7K	64	+1	7	U	Warmup 1
Large Cannon	Right Arm	4K	24	+1	4	U	Linked
Large Cannon	Left Arm	4K	24	+1	4	U	Linked
Small Cannon	Right Arm	2K	24	+1	2	U	Linked
Small Cannon	Left Arm	2K	24	+1	2	U	Linked
Anti-Pers. Laser	Torso	1K	24	+0	1	U	BV3, Anti-Personnel, Link
Anti-Pers. Laser	Torso	1K	24	+0	1	U	BV3, Anti-Personnel, Link
Missile Launcher	Right Leg	3K	32	-1	1	3	Linked
Missile Launcher	Left Leg	3K	32	-1	1	3	Linked

Optional Systems
Nightsight, Spotlight, Combat Computer, Weapon Mount, Utility Arms (2)

Multipliers
Environmentals (Space), Verniers (3 Main Body, 1 each Leg), Battle Pod Leg Servos

Notes: No official dimensions or mass was listed, so I approximated them from the base Glaug it is derived from.

Gilouza-Fre Officer's Pod



COST: 279 CP (+4.2 CP for missiles)
Availability: since before 500,000 BC to 20XX

HEIGHT:
16.55m
WIDTH:
11.4m
LENGTH:
12.66m
WEIGHT:
43,200 kg

Mode	MV	Land MA	Fly MA
Battle Pod	-3	14 (700m/round)	20 (1000m/round) (mach 2)

Maneuver Pool +0%

Servo	Class	Kills	Spaces	Armor	SP	Kills	
Main Body		HS	10	15	HS/Ab	5	5
Right Leg		MS	5	8	MS/Ab	4	4
Left Leg		MS	5	8	MS/Ab	4	4
Right Arm		MS	5	8	MS/Ab	4	4
Left Arm		MS	5	8	MS/Ab	4	4
Right Sm. Arm		STR	3	5	STR/Ab	3	3
Left Sm. Arm		STR	3	5	STR/Ab	3	3

Thrusters	Location	MA
Thruster	Torso	10
Thruster	Torso	10

Sensors	Location	Kills	Sensors	Communications
LH	Torso	1	20 km	1800 km

Weapon	Location	DMG	Range	WA	Kills	Shots	Notes
Hands	Small Arms	1K	Melee	+0	1	U	Quick, Handy
Particle Cannon	Weapon Mount	7K	64	+1	7	U	Warmup 1
Large Cannon	Right Arm	4K	24	+1	4	U	Linked
Large Cannon	Left Arm	4K	24	+1	4	U	Linked
Small Cannon	Right Arm	2K	24	+1	2	U	Linked
Small Cannon	Left Arm	2K	24	+1	2	U	Linked
Anti-Pers. Laser	Torso	1K	24	+0	1	U	BV3, Anti-Personnel, Link
Anti-Pers. Laser	Torso	1K	24	+0	1	U	BV3, Anti-Personnel, Link
Missile Launcher	Right Leg	3K	32	-1	1	3	Linked
Missile Launcher	Left Leg	3K	32	-1	1	3	Linked

Optional Systems
Nightsight, Spotlight, Combat Computer, Weapon Mount, Utility Arms (2)

Multipliers
Environmentals (Space), Verniers (3 Main Body, 1 each Leg), Battle Pod Leg Servos
Monocoque

Notes: No official dimensions or mass was listed, so I approximated them from the base Glaug it is derived from.

Nousjadeul-Ger Power Armor

COST: 128 CP
Availability: since before 500,000 BC to 20XX

HEIGHT:
16.4m
WIDTH:
11.8m
LENGTH:
8.4m
WEIGHT:
35,400 kg

Mode	MV	Land MA	Fly MA
Power Armor	-1	5 (250m/round)	14 (700m/round)

Maneuver Pool +0%

Servo	Class	Kills	Spaces	Armor	SP	Kills	
Main Body		HS	10	15	HS/Ab	5	5
Head		MS	4	6	MS/Ab	4	4
Right Leg		MS	5	8	MS/Ab	4	4
Left Leg		MS	5	8	MS/Ab	4	4
Right Arm		MS	5	8	MS/Ab	4	4
Left Arm		MS	5	8	MS/Ab	4	4

Thrusters	Location	MA
Thruster	Torso	7
Thruster	Torso	7

Sensors	Location	Kills	Sensors	Communications
MS	Torso	1	7 km	1000 km

Weapon	Location	DMG	Range	WA	Kills	Shots	Notes
Hands	Arms	1K	Melee	+0	1	U	Quick, Handy
Plasma Cannon	Weapon Mount	6K	32	+0	6	U	Warmup 1
Impact Cannon	Torso	3K	24	+1	2	U	
Laser Pistol	1-Handed	1K	24	+1	1	15	BV3, All Purpose

Optional Systems
Nightsight, Spotlight, Combat Computer, Weapon Mount

Multipliers
Environmentals (Space), Verniers (3 Main Body, 1 each Leg), Monocoque

Nousjadeul-Ger Officer's Power Armor

COST: 140 CP
Availability: ??

HEIGHT:
16.4m
WIDTH:
11.8m
LENGTH:
8.4m
WEIGHT:
35,400 kg

Mode	MV	Land MA	Fly MA
Power Armor	-2	5 (250m/round)	18 (900m/round)

Maneuver Pool +33%

Servo	Class	Kills	Spaces	Armor	SP	Kills	
Main Body		HS	10	15	MW/Ab	6	6
Head		MS	4	6	MS/Ab	4	4
Right Leg		MS	5	8	MS/Ab	4	4
Left Leg		MS	5	8	MS/Ab	4	4

Right Arm	MS	5	8	MS/Ab	4	4
Left Arm	MS	5	8	MS/Ab	4	4

Thrusters	**Location**	**MA**
Thruster	Torso	9
Thruster	Torso	9

Sensors	**Location**	**Kills**	**Sensors**	**Communications**
HS	Torso	1	11 km	1300 km

Weapon	**Location**	**DMG**	**Range**	**WA**	**Kills**	**Shots**	**Notes**
Hands	Arms	1K	Melee	+0	1	U	Quick, Handy
Plasma Cannon	Weapon Mount	6K	32	+0	6	U	Warmup 1
Laser Pistol	1-Handed	1K	24	+1	1	15	BV3, All Purpose

Optional Systems
Nightsight, Spotlight, Combat Computer, Weapon Mount

Multipliers
Environmentals (Space, Reentry), Verniers (3 Main Body, 1 each Leg), ACE +33%, Monocoque

Note: Has improved thrusters and controls for battalion commanders.

Logran Low Power Armor

COST: 178 CP
Availability: since before 500,000 BC to 20XX

HEIGHT:
16.4m
WIDTH:
11.8m
LENGTH:
8.4m
WEIGHT:
35,400 kg

Mode	**MV**	**Land MA**	**Fly MA**
Power Armor	-1	5 (250m/round)	14 (700m/round)

Maneuver Pool +0%

Servo	**Class**	**Kills**	**Spaces**	**Armor**	**SP**	**Kills**
Main Body		HS	10	15	HS/Ab	5	5
Head		MS	4	6	MS/Ab	4	4
Right Leg		MS	5	8	MS/Ab	4	4
Left Leg		MS	5	8	MS/Ab	4	4
Right Arm		MS	5	8	MS/Ab	4	4
Left Arm		MS	5	8	MS/Ab	4	4

Thrusters	**Location**	**MA**
Thruster	Torso	7
Thruster	Torso	7

Sensors	Location	Kills	Sensors	Communications
MS	Torso	1	7 km	1000 km

Weapon	Location	DMG	Range	WA	Kills	Shots	Notes
Hands	Arms	1K	Melee	+0	1	U	Quick, Handy
Particle Cannon	Weapon Mount	7K	64	+1	7	U	Warmup 1
Particle Cannon	Weapon Mount	7K	64	+1	7	U	Warmup 1
Impact Cannon	Torso	3K	24	+1	2	U	
Laser Pistol	1-Handed	1K	24	+1	1	15	BV3, All Purpose

Optional Systems
Nightsight, Spotlight, Combat Computer, Weapon Mount (2)

Multipliers
Environmentals (Space), Verniers (3 Main Body, 1 each Leg), Monocoque

Queadlunn-Ger Tactical Power Armor

COST: 381 CP (+120 CP for missiles)
Availability: ??

HEIGHT:
15.5m
WIDTH:
11.8m
LENGTH:
8.4m
WEIGHT:
35,400 kg

Mode	MV	Land MA	Fly MA
Power Armor (1500m/round)	-2	5 (250m/round)	30

Maneuver Pool +0%

Servo	Class	Kills	Spaces	Armor	SP	Kills	
Main Body		HS	10	15	HS	5	5
Head		MS	4	6	MS	4	4
Right Leg		MS	5	8	MS	4	4
Left Leg		MS	5	8	MS	4	4
Right Arm		MS	5	8	MS	4	4
Left Arm		MS	5	8	MS	4	4
Right Pod		HS		10	HS	5	5
Left Pod		HS		10	HS	5	5

Thrusters	Location	MA
Thruster	Right Pod	15
Thruster	Left Pod	15

Sensors	Location	Kills	Sensors	Communications
MS	Torso	1	7 km	1000 km

Weapon	Location	DMG	Range	WA	Kills	Shots	Notes
Hands	Arms	1K	Melee	+0	1	U	Quick, Handy
Plasma Cannon	Weapon Mount	6K	32	+0	6	U	Warmup 1

Impact Cannon	Torso	3K	24	+1	2	U	
Laser Pistol	1-Handed	1K	24	+1	1	15	BV3, All Purpose
SRM Rack	Right Arm	4	64	-1	2	9	Blast 1, Crosslinked
Can fire in volleys of up to 3							
SRM Rack	Left Arm	4	64	-1	2	9	Blast 1, Crosslinked
Can fire in volleys of up to 3							
Missile Rack	Right Pod	2K	32	+2	2	42	CMV, Crosslinked
Can fire in volleys of up to 21							
Missile Rack	Left Pod	2K	32	+2	2	42	CMV, Crosslinked
Can fire in volleys of up to 21							

Optional Systems
Nightsight, Spotlight, Combat Computer, Weapon Mount

Multipliers
Environmentals (Space), Verniers (3 Main Body, 1 each Leg)**,** Monocoque

Notes: Only 1,000 experimental units were built. Most were lost to the Protodeviln.

Queadlunn-Yau Assault Power Armor

COST: 280 CP (+188.6 CP for missiles)
Availability: ??

HEIGHT:
14.5m
WIDTH:
11.8m
LENGTH:
8.4m
WEIGHT:
35,400 kg

Mode	MV	Land MA	Fly MA
Power Armor	-2	5 (250m/round)	30 (1500m/round)

Maneuver Pool +0%

Servo	Class	Kills	Spaces	Armor	SP	Kills	
Main Body		HS	10	15	HS	5	5
Right Arm		MS	5	8	HS	5	5
Left Arm		MS	5	8	HS	5	5
Right Leg		MS	5	8	HS	5	5
Left Leg		MS	5	8	HS	5	5
Right Pod		HS		10	HS	5	5
Left Pod		HS		10	HS	5	5

Thrusters	Location	MA
Thruster	Right Pod	15
Thruster	Left Pod	15

Sensors	Location	Kills	Sensors	Communications
MS	Torso	1	7 km	1000 km

Weapon	Location	DMG	Range	WA	Kills	Shots	Notes
Hands	Arms	1K	Melee	+0	1	U	Quick, Handy

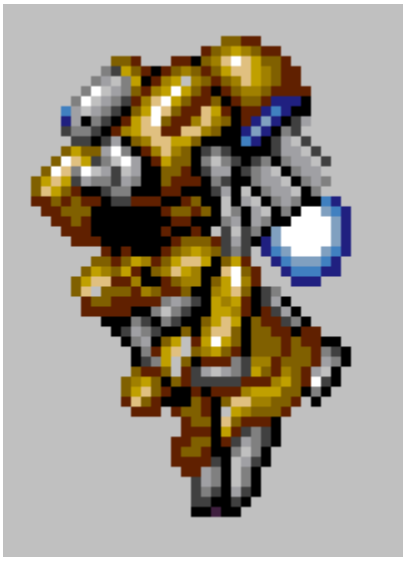
Plasma Cannon	Weapon Mount	6K	32	+0	6	U	
Particle Beam	Right Arm	3K	24	+0	3	U	Linked
Particle Beam	Right Arm	3K	24	+0	3	U	Linked
Particle Beam	Left Arm	3K	24	+0	3	U	Linked
Particle Beam	Left Arm	3K	24	+0	3	U	Linked
Plasma Rifle	2-Handed	2K	20	+1	2	20	BV3
Missile Rack	Right Pod	2K	32	+2	2	42	CMV, Crosslinked
Can fire in volleys of up to 21							
Missile Rack	Left Pod	2K	32	+2	2	42	CMV, Crosslinked
Can fire in volleys of up to 21							

Optional Systems
Nightsight, Spotlight, Combat Computer, Weapon Mount

Multipliers
Environmentals (Space), Verniers (3 Main Body, 1 each Leg), Monocoque

Notes: Only 250 experimental units were built.

Reglemo-Ger Power Armor



COST: 131 CP (+28 CP for missiles)
Availability: since before 500,000 BC to 20XX

HEIGHT:
19.1m
WIDTH:
18.6m
LENGTH:
11m
WEIGHT:
33,350 kg

Mode	MV	Land MA	Fly MA
Power Armor (1400m/round)	-2	5 (250m/round)	28

Maneuver Pool +0%

Servo	Class	Kills	Spaces	Armor	SP	Kills	
Main Body		HS	10	15	HS/Ab	5	5
Head		MS	4	6	MS/Ab	4	4
Right Leg		MS	5	8	MS/Ab	4	4
Left Leg		MS	5	8	MS/Ab	4	4
Right Arm		MS	5	8	MS/Ab	4	4
Left Arm		MS	5	8	MS/Ab	4	4

Thrusters	Location	MA
Thruster	Torso	12
Thruster	Torso	12

Sensors	Location	Kills	Sensors	Communications
MS	Torso	1	7 km	1000 km

Weapon	Location	DMG	Range	WA	Kills	Shots	Notes
Hands	Arms	1K	Melee	+0	1	U	Quick, Handy

Particle Cannon	Left Arm	7K	64	+1	7	U	Warmup 1
Missile Rack	Right Arm	7K	32	-1	10	20	
Can fire volleys of up to 10 missiles							

Optional Systems
Nightsight, Spotlight, Combat Computer, Self Destruct

Multipliers
Environmentals (Space), Verniers (3 Main Body, 1 each Leg), Monocoque

Taug Artillery Pod

COST: 583 CP
Availability: since before 500,000 BC to 20XX

HEIGHT:
11.3m
WIDTH:
11m
LENGTH:
17.6m
WEIGHT:
41,000 kg

Mode	MV	Land MA		Fly MA
Battle Pod		-3	--	28 (1400m/round)

Maneuver Pool +0%

Servo	Class	Kills	Spaces	Armor	SP	Kills	
Main Body		LH	12	18	LH/Ab	6	6
Right Arm		MS	5	8	MS/Ab	4	4
Left Arm		MS	5	8	MS/Ab	4	4
Pod		HS		10	LH/Ab	6	6

Thrusters	Location	MA
Thruster	Pod	28

Sensors	Location	Kills	Sensors	Communications
LH	Torso	2	20 km	1800 km

Weapon	Location	DMG	Range	WA	Kills	Shots	Notes
Particle Cannon	Right Arm	7K	64	+1	7	U	BV2, Crosslinked
Particle Cannon	Left Arm	7K	64	+1	7	U	BV2, Crosslinked
Artillery Cannon	Weapon Mount	12K	27^2	+0	12	-	Long Range
Ammo						50	Blast 1

Optional Systems
Nightsight, Spotlight, Combat Computer, Weapon Mount, Utility Arms (x2)

Multipliers
Environmentals (Space, Underwater), Verniers (3 Main Body, 2 Pod)
Monocoque

Notes: No official dimensions or mass was listed, so I approximated them from the base Glaug it is derived from.

Waroster Heavy Command Pod

COST: 957 CP (+58.8 CP for missiles)
Availability: since before 500,000 BC to 20XX

HEIGHT:
25.9m
WIDTH:
17.4m
LENGTH:
54.9m
WEIGHT:
97,200 kg

Mode	MV	Land MA	Fly MA
Battle Pod	-5	12 (600m/round)	24 (1200m/round)

Maneuver Pool +33%

Servo	Class	Kills	Spaces	Armor	SP	Kills	
Main Body		MgH	22	33	AH/Ab	8	8
Right Leg		MgH	11	17	AH/Ab	8	8
Left Leg		MgH	11	17	AH/Ab	8	8
Right Arm		MgH	11	17	AH/Ab	8	8
Left Arm		MgH	11	17	AH/Ab	8	8
Pod		AH		18	AH/Ab	8	8

Thrusters	Location	MA
Thruster	Torso	12
Thruster	Torso	12

Sensors	Location	Kills	Sensors	Communications
HS (excessive)	Torso	1	200 km	18,000 km

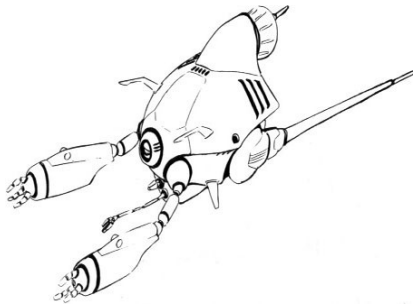
Weapon	Location	DMG	Range	WA	Kills	Shots	Notes
Particle Cannon	Right Arm	7K	64	+1	7	U	Warmup 1, Crosslinked
Particle Cannon	Left Arm	7K	64	+1	7	U	Warmup 1, Crosslinked
Heavy P-Beam	Torso	20K	180	-1	20	U	Warmup 2
Missile Rack	Pod	7K	32	-1	20	42	

Optional Systems
Nightsight, Spotlight, Combat Computer, Self Destruct, Manipulator Arms (2)

Multipliers
Environmentals (Space, desert, reentry), Verniers (3 Main Body, 5 each Leg, 3 Pod),

Battle Pod Leg Servos, Heavy Hydraulics, Overcharged Engines, Monocoque

Recovery Pod



COST: 89.1 CP
Availability: since before 500,000 BC to 20XX

HEIGHT:
?
WIDTH:
11.4m
LENGTH:
12.66m
WEIGHT:
40,500 kg

Mode	MV	Land MA		Fly MA
Battle Pod		-2	--	20 (1000m/round)

Maneuver Pool +0%

Servo	Class	Kills	Spaces	Armor	SP	Kills	
Main Body		LW	12	18	LW/Ab	6	6
Right Arm		MS	5	8	MS/Ab	4	4
Left Arm		MS	5	8	MS/Ab	4	4

Thrusters	Location	MA
Thruster	Torso	20

Sensors	Location	Kills	Sensors	Communications
HS	Torso	2	20 km	1800 km

Weapon	Location	DMG	Range	WA	Kills	Shots	Notes
Hands	Arms	1K	Melee	+0	1	U	Quick, Handy

Optional Systems
Nightsight, Spotlight, Manipulator Arms (x2)

Multipliers
Environmentals (Space), Verniers (5 Main Body), Weight Inefficient, Monocoque

Notes: Designed for recovering damaged mecha or attempting field repairs on capital ships.

Meltran Mecha

Cigno-Mul Power Armor

COST: 682 CP (+96.6 CP for missiles)
Availability: since before 500,000 BC to 20XX

HEIGHT:
16.75m
WIDTH:
18.4
LENGTH:
10.8m

WEIGHT:
32,500 kg

Mode	MV	Land MA	Fly MA
Power Armor	-2	7 (350m/round)	44 (2200m/round)

Maneuver Pool +167%

Servo	Class	Kills	Spaces	Armor	SP	Kills	
Main Body		HS	10	15	HS	5	5
Right Arm		MS	5	8	HS	5	5
Left Arm		MS	5	8	HS	5	5
Right Leg		MS	5	8	HS	5	5
Left Leg		MS	5	8	HS	5	5
Right Pod		HS		10	HS	5	5
Left Pod		HS		10	HS	5	5

Thrusters	Location	MA
Thruster	Right Pod	22
Thruster	Left Pod	22

Sensors	Location	Kills	Sensors	Communications
LH	Torso	2	20 km	1800 km

Weapon	Location	DMG	Range	WA	Kills	Shots	Notes
Hands	Arms	2K	Melee	+0	1	U	Quick, Handy
Beam Cannon	Right Pod	5K	64	+2	5	U	Crosslinked
Beam Cannon	Left Pod	5K	64	+2	5	U	Crosslinked
Impact Cannon	Torso	3K	24	+1	2	U	Linked
Impact Cannon	Torso	3K	24	+1	2	U	Linked
Missile Rack	Right Leg	2K	32	+2	2	21	CMV, Crosslinked
Missile Rack	Left Leg	2K	32	+2	2	21	CMV, Crosslinked

Optional Systems
Nightsight, Spotlight, Combat Computer, Self Destruct, Storage Module

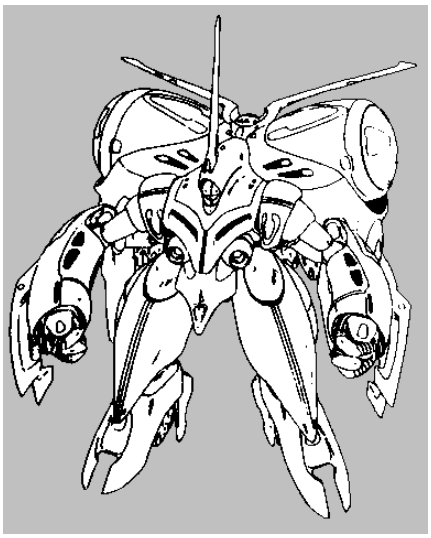
Multipliers
Environmentals (Space), Verniers (5 each Pod, 2 each Leg, 1 Torso)
Reflex Controls, Supercharged Engines, ACE +100%, Monocoque

Notes: The impact cannons always fire together unless one is destroyed.

Magzemig-La Power Armor

COST: 649 CP (+225.4 CP for missiles)
Availability: since before 500,000 BC to 20XX

HEIGHT:
22m
WIDTH:
19.4
LENGTH:
11.3m
WEIGHT:
32,500 kg



Mode	MV	Land MA	Fly MA
Power Armor	-2	7 (350m/round)	44 (2200m/round)

Maneuver Pool +167%

Servo	Class	Kills	Spaces	Armor	SP	Kills	
Main Body		HS	10	15	HS	5	5
Right Arm		HS	5	8	HS	5	5
Left Arm		HS	5	8	HS	5	5
Right Leg		HS	5	8	HS	5	5
Left Leg		HS	5	8	HS	5	5
Right Pod		HS		10	HS	5	5
Left Pod		HS		10	HS	5	5

Thrusters	Location	MA
Thruster	Right Pod	22
Thruster	Left Pod	22

Sensors	Location	Kills	Sensors	Communications
LH	Torso	2	20 km	1800 km

Weapon	Location	DMG	Range	WA	Kills	Shots	Notes
Hands	Arms	2K	Melee	+0	1	U	Quick, Handy
Vibro Blades	Arms	5K	Melee	+1	5	U	AP, Disrupting
Impact Cannon	Torso	3K	24	+1	2	U	Linked
Impact Cannon	Torso	3K	24	+1	2	U	Linked
Missile Rack	Right Leg	2K	32	+2	2	21	CMV, Crosslinked
Missile Rack	Left Leg	2K	32	+2	2	21	CMV, Crosslinked
Missile Rack	Right Pod	2K	32	+2	3	28	CMV, Crosslinked
Missile Rack	Left Pod	2K	32	+2	3	28	CMV, Crosslinked

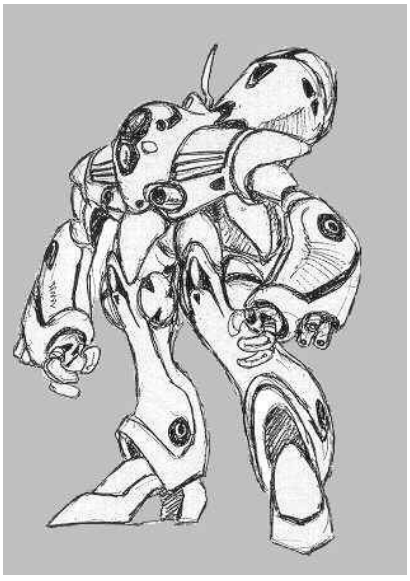
Optional Systems
Nightsight, Spotlight, Combat Computer, Self Destruct, AAB Controller, Storage Module

Multipliers
Environmentals (Space), Verniers (5 each Pod, 2 each Leg, 1 Torso)
Reflex Controls, Supercharged Engines, ACE +100%, Monocoque

Notes: The impact cannons always fire together unless one is destroyed.

Queadlunn-Nona

COST: 565 CP (+144.9 CP for missiles)
Availability: since before 500,000 BC to 20XX



HEIGHT:
16.75m
WIDTH:
18.4
LENGTH:
10.8m
WEIGHT:
31,800 kg

Mode	MV	Land MA	Fly MA
Power Armor	-2	7 (350m/round)	38 (1900m/round)

Maneuver Pool +167%

Servo	Class	Kills	Spaces	Armor	SP	Kills	
Main Body		HS	10	15	HS	5	5
Right Arm		MS	5	8	HS	5	5
Left Arm		MS	5	8	HS	5	5
Right Leg		MS	5	8	HS	5	5
Left Leg		MS	5	8	HS	5	5
Pod		HS		10	HS	5	5

Thrusters	Location	MA
Thruster	Pod	44

Sensors	Location	Kills	Sensors	Communications
LH	Torso	2	20 km	1800 km

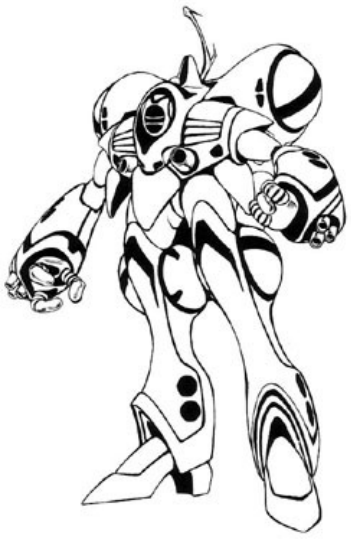
Weapon	Location	DMG	Range	WA	Kills	Shots	Notes
Hands	Arms	2K	Melee	+0	1	U	Quick, Handy
Impact Cannon	Torso	3K	24	+1	2	U	Linked
Impact Cannon	Torso	3K	24	+1	2	U	Linked
Tri-barrel Laser	Right Arm	2K	12	+1	2	U	BV3, All Purpose, Linked
Tri-barrel Laser	Left Arm	2K	12	+1	2	U	BV3, All Purpose, Linked
Missile Rack	Pod	2K	32	+2	6	21	CMV, Crosslinked
Missile Rack	Right Leg	2K	32	+2	2	21	CMV, Crosslinked
Missile Rack	Left Leg	2K	32	+2	6	21	CMV, Crosslinked

Optional Systems
Nightsight, Spotlight, Combat Computer, Self Destruct, Storage Module

Multipliers
Environmentals (Space), Verniers (4 Pod, 2 each Leg, 1 Torso – efficient space)
Reflex Controls, Supercharged Engines, ACE +100%, Monocoque

Notes: The impact cannons always fire together unless one is destroyed. This one has also been listed as Queadlunn-Nna and Queadlunn-Na.

Queadlunn-Rau



COST: 693 CP (+289.9 CP for missiles)
Availability: since before 500,000 BC to 20XX

HEIGHT:
16.75m
WIDTH:
18.4
LENGTH:
10.8m
WEIGHT:
32,500 kg

Mode	MV	Land MA	Fly MA
Power Armor	-2	7 (350m/round)	44 (2200m/round)

Maneuver Pool +200%

Servo	Class	Kills	Spaces	Armor	SP	Kills	
Main Body		HS	10	15	HS	5	5
Right Arm		MS	5	8	HS	5	5
Left Arm		MS	5	8	HS	5	5
Right Leg		MS	5	8	HS	5	5
Left Leg		MS	5	8	HS	5	5
Right Pod		HS		10	HS	5	5
Left Pod		HS		10	HS	5	5

Thrusters	Location	MA
Thruster	Right Pod	22
Thruster	Left Pod	22

Sensors	Location	Kills	Sensors	Communications
LH	Torso	2	20 km	1800 km

Weapon	Location	DMG	Range	WA	Kills	Shots	Notes
Hands	Arms	2K	Melee	+0	1	U	Quick, Handy
Impact Cannon	Torso	3K	24	+1	2	U	Linked
Impact Cannon	Torso	3K	24	+1	2	U	Linked
Tri-barrel Laser	Right Arm	2K	12	+1	2	U	BV3, All Purpose, Linked
Tri-barrel Laser	Left Arm	2K	12	+1	2	U	BV3, All Purpose, Linked
Missile Rack	Right Pod	2K	32	+2	6	42	CMV, Crosslinked
Missile Rack	Right Leg	2K	32	+2	2	21	CMV, Crosslinked
Missile Rack	Left Pod	2K	32	+2	6	42	CMV, Crosslinked
Missile Rack	Left Leg	2K	32	+2	2	21	CMV, Crosslinked

Optional Systems
Nightsight, Spotlight, Combat Computer, Self Destruct, Storage Module

Multipliers
Environmentals (Space), Verniers (5 each Pod, 2 each Leg, 1 Torso)
Reflex Controls, Supercharged Engines, ACE +100%, Monocoque

Notes: The impact cannons always fire together unless one is destroyed.

Queadlunn-Rau Chlore Custom

COST: 693 CP (+289.9 CP for missiles)
Availability: unique?

HEIGHT:
16.75m
WIDTH:
18.4
LENGTH:
10.8m
WEIGHT:
32,500 kg

Mode	MV	Land MA	Fly MA
Power Armor	-2	7 (350m/round)	52 (2600m/round)

Maneuver Pool +200%

Servo	Class	Kills	Spaces	Armor	SP	Kills	
Main Body		HS	10	15	HS	5	5
Right Arm		MS	5	8	HS	5	5
Left Arm		MS	5	8	HS	5	5
Right Leg		MS	5	8	HS	5	5
Left Leg		MS	5	8	HS	5	5
Right Pod		HS		10	HS	5	5
Left Pod		HS		10	HS	5	5

Thrusters	Location	MA
Thruster	Right Pod	24
Thruster	Left Pod	24

Sensors	Location	Kills	Sensors	Communications
LH	Torso	2	20 km	1800 km

Weapon	Location	DMG	Range	WA	Kills	Shots	Notes
Hands	Arms	2K	Melee	+0	1	U	Quick, Handy
Impact Cannon	Torso	3K	24	+1	2	U	Linked
Impact Cannon	Torso	3K	24	+1	2	U	Linked
Tri-barrel Laser	Right Arm	2K	12	+1	2	U	BV3, All Purpose, Linked
Tri-barrel Laser	Left Arm	2K	12	+1	2	U	BV3, All Purpose, Linked
Missile Rack	Right Pod	2K	32	+2	6	42	CMV, Crosslinked
Missile Rack	Right Leg	2K	32	+2	2	21	CMV, Crosslinked
Missile Rack	Left Pod	2K	32	+2	6	42	CMV, Crosslinked
Missile Rack	Left Leg	2K	32	+2	2	21	CMV, Crosslinked

Optional Systems
Nightsight, Spotlight, Combat Computer, Self Destruct, Storage Module

Multipliers
Environmentals (Space), Verniers (5 each Pod, 2 each Leg, 1 Torso)
Reflex Controls, Supercharged Engines, ACE +100%, Monocoque

Notes: The impact cannons always fire together unless one is destroyed. No idea what is "custom" other than the gold paintjob.

Shellcair-Gar Power Armor

COST: 837 CP (+55.2 CP for missiles)
Availability: since before 500,000 BC to 20XX

HEIGHT:

18.8m

WIDTH:

18.4

LENGTH:

10.8m

WEIGHT:

32,500 kg

Mode	MV	Land MA	Fly MA
Power Armor	-2	7 (350m/round)	38 (1900m/round) (mach 5)

Maneuver Pool +167%

Servo	Class	Kills	Spaces	Armor	SP	Kills	
Main Body		HS	10	15	HS	5	5
Right Arm		MS	5	8	HS	5	5
Left Arm		MS	5	8	HS	5	5
Right Leg		MS	5	8	HS	5	5
Left Leg		MS	5	8	HS	5	5
Right Pod		HS		10	HS	5	5
Left Pod		HS		10	HS	5	5
Right Tendril		MS	4	4	HS	5	5
Left Tendril		MS	4	4	HS	5	5

Thrusters	Location	MA
Thruster	Right Pod	22
Thruster	Left Pod	22

Sensors	Location	Kills	Sensors	Communications
LH	Torso	2	20 km	1800 km

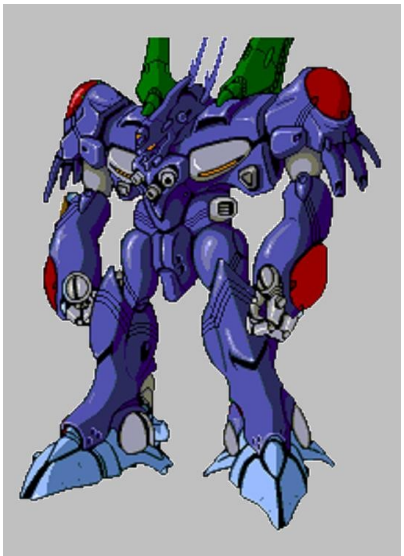
Weapon	Location	DMG	Range	WA	Kills	Shots	Notes
Particle Beam	Right Arm	10K	64	+1	10	U	Crosslinked
Particle Beam	Left Arm	10K	64	+1	10	U	Crosslinked
Impact Cannon	Torso	3K	24	+1	2	U	Linked
Impact Cannon	Torso	3K	24	+1	2	U	Linked
Missile Rack	Right Leg	2K	32	+2	2	21	CMV, Crosslinked
Missile Rack	Left Leg	2K	32	+2	2	21	CMV, Crosslinked
Laser Cannon	Right Tendril	5K	32	+2	5	U	Crosslinked
Laser Cannon	Left Tendril	5K	32	+2	5	U	Crosslinked

Optional Systems

Nightsight, Spotlight, Combat Computer, Self Destruct, Storage Module

Multipliers

Environmentals (Space), Verniers (5 each Pod, 2 each Leg, 1 Torso)
Reflex Controls, Supercharged Engines, ACE +100%, Monocoque



Notes: The impact cannons always fire together unless one is destroyed.

Special Mecha and Drones

Migg Pitt

COST: 5142 CP (+1380 CP for 600x micromissile, +240,800 for 224x anti-EVIL missiles)
Corvette Scale (1:10)
Availability: since before 500,000 BC to ???? BC, again in 2036

HEIGHT:
164m
WIDTH:
118m
LENGTH:
84m
WEIGHT:
354,000 kg

Mode	MV	Land MA	Fly MA
Power Armor	-2	7 (350m/round)	54 (2700m/round)

Maneuver Pool +133%

Servo	Class	Kills	Spaces	Armor	SP	Kills	
Main Body		MgH	220	330	MgH/B	110	110 (DC 40)
Head		AH	90	135	MgH/B	110	110
Right Arm		MgH	110	165	MgH/B	110	110
Left Arm		MgH	110	165	MgH/B	110	110
Right Leg		MgH	110	165	MgH/B	110	110
Left Leg		MgH	110	165	MgH/B	110	110

Thrusters	Location	MA
Thruster	Torso	15
Thruster	Torso	15
Thruster	Right Leg	12
Thruster	Left Leg	12

Sensors	Location	Kills	Sensors	Communications
AH	Head	20	200 km	18,000 km
Backup	Torso	20	10 km	3000 km

Weapon	Location	DMG	Range	WA	Kills	Shots	Notes
Hands	Arms	90K	Melee	+0	50	U	Quick, Handy
Beam Cannon	Torso	100K	250,000	+1	100	U	Warmup 1, Crosslinked
Beam Cannon	Torso	100K	250,000	+1	100	U	Warmup 1, Crosslinked
Beam Cannon	Torso	100K	250,000	+1	100	U	Warmup 1, Crosslinked
Micromissile	Right Arm	3K	32	+2	30	150	CMV, Linked
Micromissile	Right Arm	3K	32	+2	30	150	CMV, Linked
Micromissile	Left Arm	3K	32	+2	30	150	CMV, Linked
Micromissile	Left Arm	3K	32	+2	30	150	CMV, Linked
Anti-EVIL Rack	Right Leg	20K	127^2	+2	80	56	Blast 2, Long Range, Link
Anti-EVIL Rack	Right Leg	20K	127^2	+2	80	56	Blast 2, Long Range, Link
Anti-EVIL Rack	Left Leg	20K	127^2	+2	80	56	Blast 2, Long Range, Link
Anti-EVIL Rack	Left Leg	20K	127^2	+2	80	56	Blast 2, Long Range, Link

* Micromissile clusters can fire in volleys of up to 50 missiles at a time (micromissiles are 1:1 scale). Anti-EVIL LRM racks can fire in volleys of up to 28 missiles at a time.

Optional Systems
Nightsight, Spotlight, Combat Computer, Self Destruct, Escape Pod (Gluuhaug Regult)

AAB Controller, Scaled Armor

Multipliers
Environmentals (all), Verniers, Supercharged Engines, ACE +67%, Monocoque, Superheavy Hydraulics

Bitoqua Automatic Attack Drone Type I

COST: 162.6 CP
Availability: since before 500,000 BC to 20XX

HEIGHT: 1.5m
WIDTH: 1.5m
LENGTH: 3.1m
WEIGHT: 800 kg

Mode	MV	Land MA		Fly MA	
Drone		+1	--		54 (2,700m/round)

Maneuver Pool +0%

Servo	Class	Kills	Spaces	Armor	SP	Kills	
Fuselage		MW	12	12	HS	5	5

Thrusters	Location	MA
Thruster	Fuselage	54

Sensors	Location	Kills	Sensors	Communications
LH	Fuselage	2	20 km	1800 km

Weapon	Location	DMG	Range	WA	Kills	Shots	Notes
Electron Beam	Fuselage	10K	160	+1	10	U	

Optional Systems
Self Destruct, Combat Computer

Multipliers
Internal Automation (Rank 5, Skills: Pilot, Weaponry, Dodge & Evade)

Bitoqua Automatic Attack Bit Drone Type II

COST: 191.4 CP
Availability: since before 500,000 BC to 20XX

HEIGHT:
5.5m
WIDTH:
4.0m
LENGTH:
10.4m

WEIGHT:
5,000 kg

Mode	MV	Land MA		Fly MA
Drone		-1	--	15 (750m/round)

Maneuver Pool +0%

Servo	Class	Kills	Spaces	Armor	SP	Kills
Main Body		STR	6	6	STR/Ab	3	3

Thrusters	Location	MA
Thruster	Torso	15

Sensors	Location	Kills	Sensors	Communications
LW	Torso	1	3 km	500 km

Weapon	Location	DMG	Range	WA	Kills	Shots	Notes
Beam Gun	Torso	3K	24	+0	3	U	Linked
Beam Gun	Torso	3K	24	+0	3	U	Linked
Anti-Air Laser	Torso	1K	24	+0	1	U	BV2, Link, Phalanx Vari
Anti-Air Laser	Torso	1K	24	+0	1	U	BV2, Link, Phalanx Vari
Anti-Air Laser	Torso	1K	24	+0	1	U	BV2, Link, Phalanx Vari
Anti-Air Laser	Torso	1K	24	+0	1	U	BV2, Link, Phalanx Vari

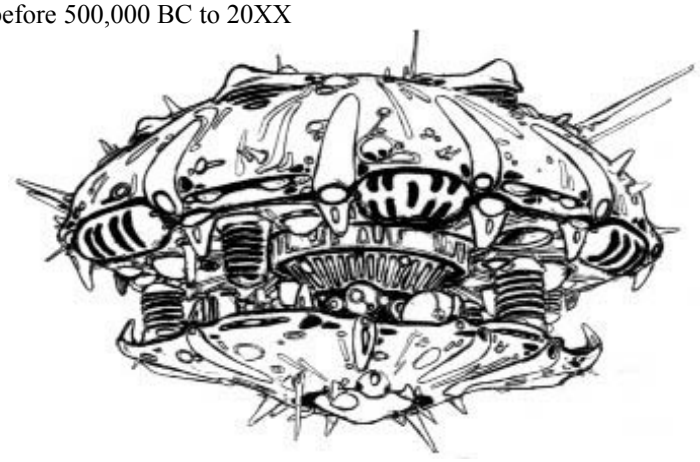
Optional Systems
Nightsight, Spotlight, Combat Computer

Multipliers
Environmentals (Space), Internal Automation (Level 5, Portfolio 3: Gunnery, Dodge, Pilot)

Programme: Automatic attack drone that can be controlled by capital ship computers or any mecha with an AAB controller (such as the Migg Pitt).

Automated Weapons Platform

COST: 300,372 CP
Availability: since before 500,000 BC to 20XX



HEIGHT:
61m
WIDTH:

100.0m

LENGTH:

100.0m

WEIGHT:

20,000 tons

Mode	MV	Land MA		Fly MA
Drone		-7	--	10 (500m/round)

Maneuver Pool +0%

Servo	Class	Kills	Spaces	Armor	SP	Kills	
Main Body		MgH	220	220	AH/Ab	80	80
Head		HS	60	60	AH/Ab	80	80

Thrusters	Location	MA
Thruster	Torso	10

Sensors	Location	Kills	Sensors	Communications
LW	Head	10	30 km	5000 km

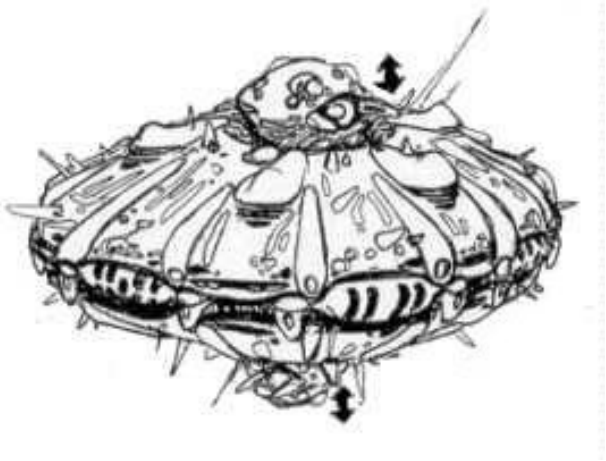
Weapon	Location	DMG	Range	WA	Kills	Shots	Notes
Medium Laser	Torso	100K	250,000	+1	100	U	
Medium Laser	Torso	100K	250,000	+1	100	U	
Laser Cannon	Torso	10K	24	+1	10	U	Crosslinked
24 total: 16 mounted on the top, 8 mounted on the bottom; 16 max at one target							
IRM Rack	Torso	5K	1200	-1	33	100	Crosslinked
10 total racks							

Optional Systems

Nightsight, Spotlight, Combat Computer, Advanced Sensors, Target Analyzer

Multipliers

Environmentals (Space), Internal Automation (Level 5, Portfolio 3: Gunnery, Dodge, Pilot)
Verniers (30 in Torso)



Programme: Corvette-scale heavy weapons platform for guarding capital ship interiors from invaders. Capable of making up to 10 attacks per round without penalty.

Zentraedi Army Battalion

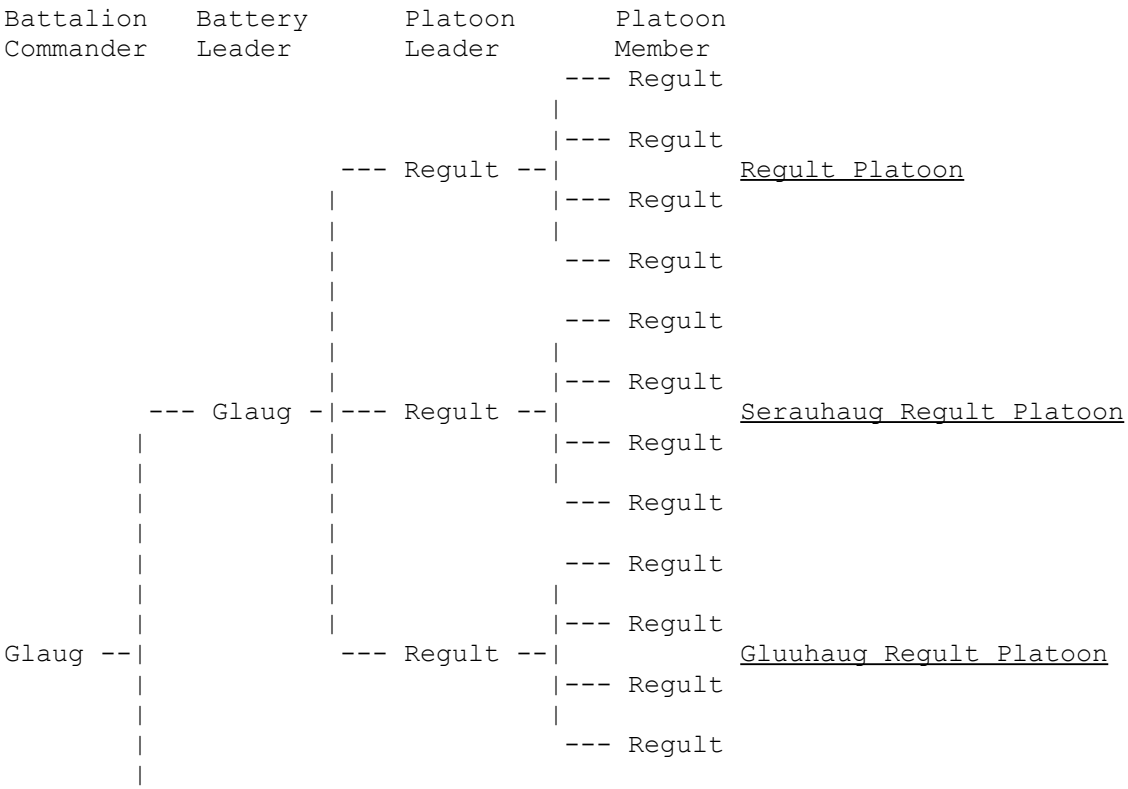
A standard Zentraedi battalion consists of 3 Glaug and 25 Regult (later battalions have one Exa-Glaug and two Glaug). The breakdown is as follows, although later in the Schism War as Glaug units become more and more scarce, replace battery leaders' mecha with Regult. After the stockpile of Glaug Officer Pods is found, they will be redistributed to ace pilots. If the battalion contains extra platoons, alternate them between batteries or add extra batteries as needed.

Zentran power armor follow a similar grouping, with Nousjadeul-Ger instead of Regult and Logran Low instead of Glaug. Meltran power armor fight individually, although sometimes Meltran aces form unofficial cadres to compete with each other and with other cadres.

Battalion Breakdown

- Battalion Commander (1)
    - Battery Leaders (2)
        - Platoon Leaders (5 or more)
            - Platoon Members (20 or more)

Tactical Pod Platoon (2 or more)
Heavy Missile Carrier Platoon (1)
Light Missile Carrier Platoon (1)
Tactical Scout Platoon (1)



```
|                          --- Regult
|                         |
|                         |--- Regult
|            --- Regult --|           Del Regult Platoon
|           |             |--- Regult
|           |             |
|           |              --- Regult
 --- Glaug -|
            |              --- Regult
            |             |
            |             |--- Regult
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Zentraedi Military Force – Space War I

February 2010
Gorg Main Fleet (118th Boddole Zer Main Fleet)
4,795,122 capital ships, approximately 7,500,000,000 personnel
67th Glruimual Class Division Vrlitwhai [Adoclas] Branch Fleet & 8th Scouting Team
1213 capital ships
109th Branch Fleet & 7th Aerial Armored Division

February 11, 2010 (1100 Earth Standard Time)
After the firing of the Alaska Grand Cannon and the defection of the Vrlitwhai fleet to the side of the Macross approximately 4,000,000 capital ships remain.

February 11, 2010 (1127 Earth Standard Time)
After the destruction of Gorg Boddole Zer approximately 3,000,000 capital ships remain, many scattering across the galaxy into rogue fleets.

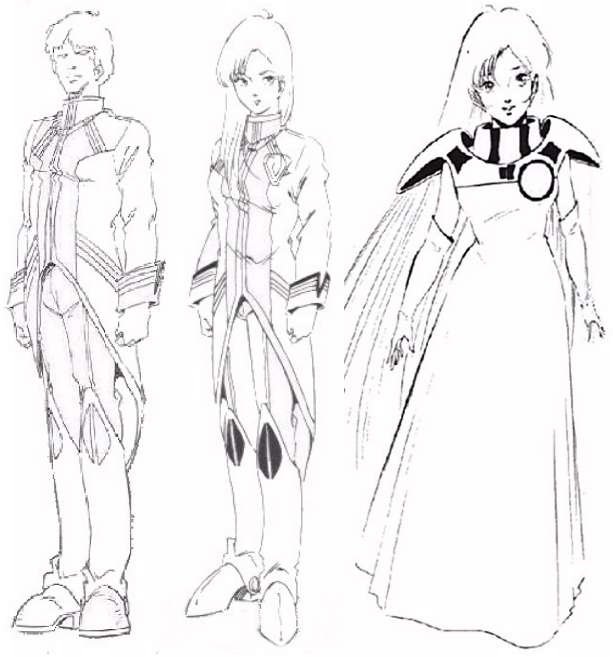
Zentraedi Rogue Fleets

It was stated in Macross that after the collapse of the Stellar Republic after the conclusion of the Schism War and the defeat of the Supervision Army, the Zentraedi war machine splintered into numerous "rogue" fleets. Some of these fleets continued to loyally hunt down remnants of the Supervision Army, while others turned to banditry and fighting with other fleets.

In Macross 7: Fleet of the Strongest Women, the Macross 7 fleet encounters a rogue Meltran fleet commanded by Chlore. It is stated the Meltrandi outnumber Macross 7 by 500-to-1 odds. In 2008, the Macross Chronicle Issue 5 at last published the fleet count of the 37th long-distance colonization fleet, which totaled 194 large ships and 2,689 small craft. At a 500 to 1 ratio, this places Chlore's Meltran fleet at 97,000 warships and 1,344,500 combat vehicles (approximately).

Furthermore, it is stated that the Gorg Boddole Zer fleet is "one of 40 such fleets". That means there are a *lot* of Zentraedi not accounted for. At a quick estimate, the Gorg Boddole Zer fleet was just short of 5 million capital ships and 7.5 billion troops. That means approximately 200 million capital ships and 300 trillion troops in just those main fleets. And that is just what is remaining after the Schism War, where 90% of life in the galaxy was wiped out.

Zentraedi Uniforms



Above is the standard uniform for soldiers and low-ranking officers for both Zentran and Meltran forces. Both incorporate a high collared jacket with long coattails worn over trousers. Their boots are knee-high and armored. On the right is the formal dress uniform of a Meltran ace pilot (as seen in the DYRL movie).

The above are all uniforms for ship command staff, which can be recognized by the stiff collar. Fleet commanders also will typically wear a cape to indicate their status. Meltran commanders wear a looser tunic-style shirt rather than the long jacket with coattails.

On the left is the uniform of a records officer (Zentraedi science officer), which is a standard uniform with a scarf to indicate their position (although records officers are also allowed a long robe similar to that of high command). The middle is a Zentraedi main fleet commander's uniform. It uses a smock-like overcoat over the standard uniform. Above right shows the robes of a supreme commander such as Boddole Zer. Below is a variation of the supreme commander's robes from a differing fleet.

Meltran Flight Suit

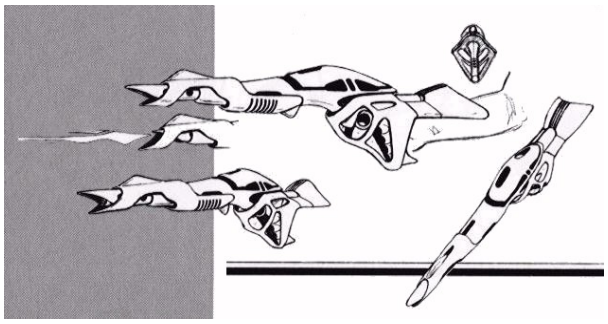
Zentraedi battle pods and power armor are designed to allow the pilot to wear light armor inside, however, the Queadlunn-Rau (and variants) is designed to fit much closer to the pilot's form and requires particular connections to the techno-organic controls. Meltran pilots are all issued an environmentally sealing flight suit to wear. It provides only the most basic protection. The flight suit comes with a helmet and when attached, the suit is environmentally sealed. This suit has no life support system or beacon.

Kills 2, B-Mod 0

Laser Pistol

This is the standard sidearm issued to Zentraedi officers and ace pilots. The laser pistol has two settings, light and heavy. The handle has a hand guard so that the officer can use it to pistol whip if needed.

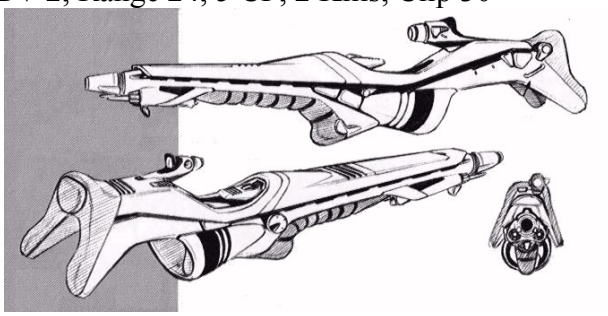
Damage 1K or 10d6 Hits, Range 12, 2 CP, 1 Kill, Clip 20



Laser Rifle

This is the standard rifle issued to Zentraedi pilots. Zentraedi piloting either of the battle pods are not issued one, although those piloting the Nousjadeul-Ger armor do carry one.

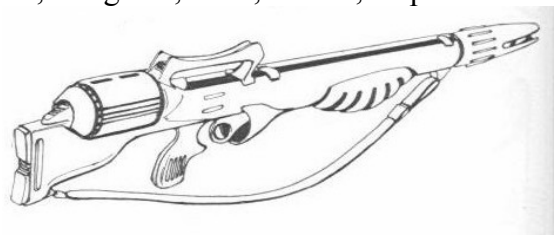
Damage 1K, BV 2, Range 24, 5 CP, 2 Kills, Clip 30



Assault Rifle

This is a heavier rifle used by Zentraedi infantry.

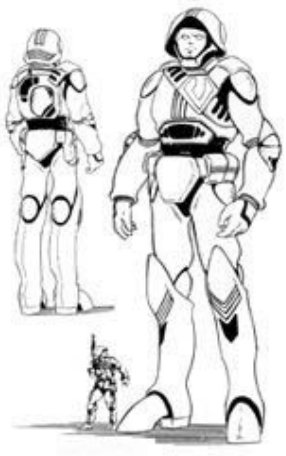
Damage 1K, BV 4, Range 24, 7 CP, 2 Kills, Clip 40



Light Armor

Light armor is the standard issue to Zentraedi battle pod pilots. It provides moderate protection. The armor comes with a helmet and when attached, the suit is environmentally sealed. This armor has no life support system or beacon.

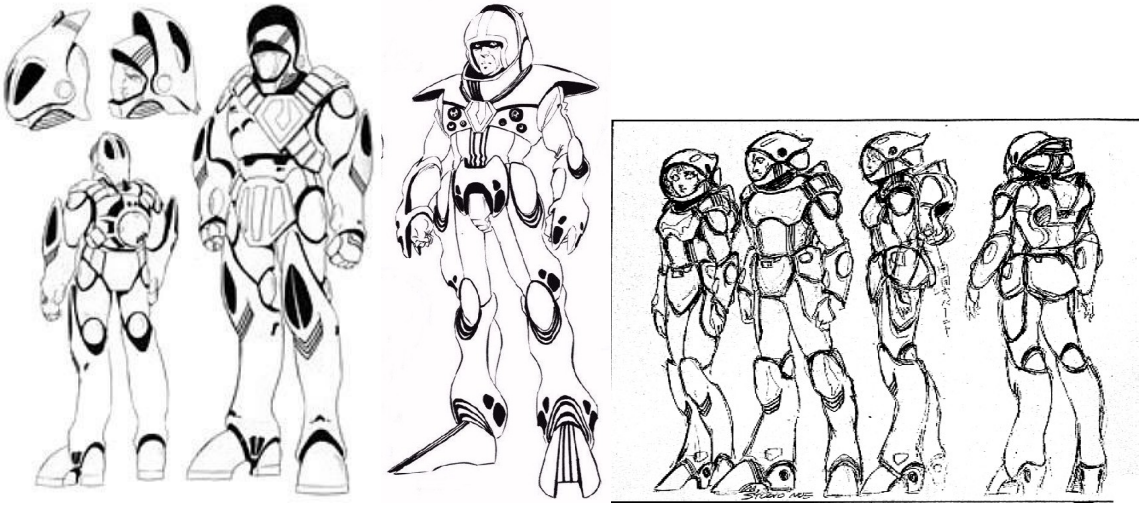
SP 2, Kills 3, B-Mod 1



Heavy Armor

Heavy armor is issued to Zentraedi infantry and is also worn sometimes by high-ranking officers. The armor comes with a helmet and when attached, the suit is environmentally sealed. This armor about 1 hour of air when sealed, but has no other life support or beacon.

SP 4, Kills 5, B-Mod 2



The above right is the basic Zentraedi light armor, with the heavier combat armor on the left. The early Zentraedi armor is on the far right.

Early Zentraedi Armor

This armor represents an earlier style of armor used in the early years of the Schism War. It has the same stats as "modern" light and heavy armor.

Zentraedi Capital Ships

All of the ships of the Zentraedi and Meltrandi fleets were designed by the Protoculture. Overall they are largely similar in function and weapons, although they had distinct appearances – the Zentran ships are usually green in color and more rounded, while the Meltran have sharp angles and are usually purple in color. Also, these capital

ships are not equipped with any CIDS systems, relying on their countless mecha to ward off enemy mecha.

Techno-Organic Components

As stated previously, parts of Protoculture technology used for Zentran and Meltran forces is partially organic in nature. This is best shown in the controls of the Meltran power armor suits and the living link between fleet commanders and their super-scale command vessels. These ships also have techno-organic computers and "advisor" units. This is considered part of normal Zentraedi technology and requires no additional cost multipliers due to the advanced super-science used by the Protoculture.

All of the super-scale command ships have four to six such techno-organic advisors in the command room. These advisors appear to be a large cranial unit sprouting many tendrils, with a long mechanical spine-like appendage. The neural tissue contained in the cranial unit of them is so dense that their computational and storage capacity is better than any type of computer system available to fleet commanders, thus making their counsel indispensable. These advisors also have the ability to interact with the command base's systems, other Zentraedi technology, and Zentraedi themselves via the tendrils that sprout from his unusual form. These tendrils are organic data transfer jacks and allow them to process vast amounts of data very quickly (functions as Telemechanics and Telepathy). Note that Records Officers and Supreme Commanders have this same ability.

Any other forces trying to adapt this techno-organic technology to their own must pay the standard cost multiplier listed in Mekton Zeta Plus.

Mecha Override Control

Most fleet flagships can override the controls of all Zentraedi mecha within their sensor range. This automatically powers down their weapons and puts them on autopilot to return to the hanger of the capital ship that they were launched from (or one that has room should their ship have been destroyed). This feature was added to keep tabs on Zentraedi forces that may succumb to their innately aggressive nature. The Meltran flagship has a similar device that affects Meltran mecha, but is less frequently needed. This unit takes 1 space and costs 100 CP.

Radio/Radar Interference Network

The capital ships of the Zentraedi Series can emit a powerful jamming signal that prevents long-range communications. This functions as a Rank 10 ECM with a radius of 1625 hexes (82.5 km). By linking up with other Zentraedi capital ships, they may create a "net" to block communications over a large area. This unit also includes a radar-jamming device that functions as a Rank 8 ECM with a radius of 330 hexes (16.5 km). This full unit takes 15 spaces, has 30 Kills and costs 1600 CP.

Hyperspace Communications System

This system is found on most flagships, allowing the fleets to communicate with their commander regardless of distance. It is from this that the UN Spacy eventually develops the Galaxy Network. This system takes up 1 space and costs 500 CP.

Automated Medical Facilities

While most severely injured Zentraedi are left on the battlefield to die, slightly injured ones are brought back to the capital ships for medical treatment. The automated facilities can recover up to 20 Hits per patient per day. Furthermore they can restore a dead Zentraedi back to life if he has been dead for 15 minutes or less (due to their tailored DNA structure). This "resurrection" is usually reserved for favored officers and ace pilots.

Bio-Scan Chamber

This allows the records officers to study and analyze biological forms, providing them with very detailed data regarding physiology, chemical and genetic structure. It is fully automatic. This takes up no space as it is included in part of their medical facility and costs 50 CP.

Science Facilities

Because of the Zentraedi lack of education, most command ships have automated science facilities that can analyze creatures and so forth for the Zentraedi and report the findings. The facilities have the equivalent of INT and TECH 5 with any applicable skills at rank 5. For those who are already trained in such skills, the facilities grant a +3 bonus to their skill checks. This adds no cost and is considered part of the medical bays.

Cross Fold System

A highly advanced fold manipulation system, the Cross Fold System is able to manipulate the fold reaction of other ships and redirect them to other coordinates, in effect changing the course of the folding ships. When target ship(s) have entered a hyperspace fold, the de-fold coordinates are preset. The Cross Fold System, intercepts the ships in Hyperspace and creates a premature drop back into normal space at any desired location. The Cross Fold System is effective up to 1 AU (149,504,094.92 km) distant from the ship. This system costs 5,000 CP, has 200 Kills and takes up 2 Spaces.

Internal Sensors

The internal sensors of a Zentraedi vessel can monitor temperature, radiation, motion, explosions/fires and other disturbances, and chemical make-up of the ship's air supply. It should be noted that the sensors cannot detect micronians without a vehicle or mecha.

Nutrition & Water Dispensers

At various places within a Zentraedi vessel are stations that dispense water and synthesized nutritional food for the troops. This "food" is bland, flavorless and completely unappetizing, but is highly nutritional. Through recycling, these supplies can last for 10 to 12 years.

Meltran Modular Construction

Meltran ships are built with a modular design, so that destroying one section has less chance of destroying the entire vessel. When a Meltran ship is hit with a critical

strike that would destroy the ship, the ship can detach the module and avoid destruction on a 1-4 on a d10, but they still lose the module and associated systems.

Zentran Capital Ships
Nupetiet Vergnitzs-bis Class Medium-Sized Fleet Command Battleship
Nupetiet-Volgrol Class Medium Battleship
Gragleb-Wovfl Class Medium Battleship
Queadol-Magdomilla Class Command Battleship
Thuverl Salan Class Standard Battleship
Quitra Queleual Class Landing Ship
Rin Nadow Lojm Monitor
Thiev Salan Class Scout Ship
Zentraedi Troop Transport
Launch Type II Shuttle
Golg Gants Chart Heavy Attacker
Fulbtzs-Berrentzs Class Fleet Command Base
Spiral Nebula Class Fleet Command Base
Quel-Quallie Theatre Scout Pod
Reentry Pod

Meltran Capital Ships
Gunship
Flagship
Fast Patrol Ship
Carrier
Heavy Frigate
Scout Ship
Troopship
Laplamiz Class Fleet Command Base
Leplendis Class Fleet Command Base [?]

Fulbtzs-Berrentzs Fleet Command Base

An integral part to any Zentraedi, or Meltrandi fleet is the central command base. Command bases usually contains the leader of the particular fleet, the Fulbtzs-Berrentzs base commanded by Boddole Zer is physically connected to Boddole Zer himself. Organic looking in nature, the Fulbtzs-Berrentzs Base is over 200,000 years old (Boddole Zer himself says it was over "120,000 cycles since he was created"), and Boddole Zer has sat within its confines since its construction, his body being kept alive by extensive life support machinery. Armed with particle beam cannons, missile launchers, and an immense planetary scale converging beam cannon, this ship combined with its escort fleet of over 4 million Zentran warships, can decimate a planetary surface in minutes. The Command Base defolded in Earth orbit in 2010 in an attempt to gain access to technology possessed by the micronians, most notably, access to Protocultures. This would have allowed the Boddole Zer Fleet and the Zentraedi in general to repair their own equipment, something they rely on automated systems to do. The Gorg Boddole Zer base

is believed to have survived for over 120,000 cycles. Zentraedi historical records estimate 1000 of such command ships were built.

Golg Gants Charts Heavy Attacker

The Golg Gants Charts Heavy Attacker is a highly feared craft utilized by the Zentraedi to hunt and kill enemy ships. Due to its small size and maneuverability it is able to close in on enemy ships and attack whilst evading returning fire. Its primary weapon is a converging beam cannon that provides a much bigger punch that it appears due to an oversized reactor feeding it.

The pilot and gunner are not positioned in the conventional manner. The gunner sits in a rotating gun emplacement on the starboard dorsal fuselage of the craft, whilst the pilot is situated just to the left of the main converging beam cannon housing. Whilst it is the gunners responsibility to fire the anti-air rotational gun, and keep mecha units off them, it is the pilot who is responsible for the primary weapon, and anti-mecha missile launchers.

Due to its maneuverability and hard hitting power, the Golg Gants Charts is feared by enemy units. The Heavy Attacker is commonly supported by regular mecha units to provide additional anti-mecha defense whilst it makes its runs against enemy ships.

Laplamiz Fleet Command Base

An integral part to any Meltrandi, or Zentraedi fleet is the central command base. Command bases usually contain the leader of the particular fleet. The Laplamiz command base was physically connected to Laplamiz herself. Organic in nature, the Laplamiz command base was thought to be over half a billion years old. Armed with particle beam cannons, missile launchers, and an immense planetary scale converging beam cannon, this ship combined with its escort fleet of between 4 and 5 million vessels, can decimate a planet in minutes.

The Leplendis command base may be the same style of vessel.

Meltrandi Carrier / LST

The Laplamiz fleet carrier, was specifically designed for operations in this galaxy to ferry many fighter craft into battle. Used almost exclusively by the Laplamiz fleet, these ships accompany front line units and can be used as battle command posts. Primarily, the LST, or Landing Ship Tank, is tasked with launching, recovering, and maintaining the vast majority of the Laplamiz fleet's Queadlunn-Rau.

Meltrandi Fast Patrol Ship

The Laplamiz fleet had a variety of ships that fulfilled a variety of missions. Tasked with quick response and moderate firepower, the fast patrol ship could respond to critical situations in remote systems faster than any other ship in the fleet, the flagship included. Fast patrol ships are equipped with large command and control facilities to deal with the remote nature of their missions. They also have an enhanced communications array, allowing the fast patrol ship to remain in contact with its fleet when it travels far ahead of the fleet.

Meltrandi Flagship

The Meltrandi Flagship is the largest ship in the Meltran fleet. It is capable of ferrying large numbers of Queadlunn-Rau Power Armor and troops into combat. During the final battle of Space War I over Earth, many of these ships were lost, however, the few that remained were integrated into the UN Spacy Earth Defense Force charged with the protection of Earth, many others not allied with Earth fled the battle and still roam the galaxy. These ships had and interesting feature in that the small command section could detach from the main hull, much like the Zentraedi Queadol-Magdomilla command ship. Unlike the Zentraedi version, the Flagship was designed to go into combat and leave the command section behind to coordinate the fleet attack. Unlike other fleet flagships, this configuration was not equipped with a heavy particle beam cannon. Its most deadly weapon is the incredible numbers of Queadlunn-Rau it carries (just over 4000).

Meltrandi Gunship

The Meltran Gunship is similar in design to the Meltran heavy frigate as both feature slender central body sections and boom arms. The Meltrandi gunship is the most common of all of the Meltran capital ships, and the most famous, its visage gracing many images about the Meltran fleet at the final battle of Space War I. The Meltran gunship is the most common Meltrandi vessel rebuilt for use in the UN Spacy.

Meltrandi Heavy Frigate

The Meltrandi Heavy Frigate is a medium size warship and a mainstay of the Laplamiz fleet. This ship has adequate weaponry to deal with common threats, and carries a fairly impressive compliment of approximately 1000 mecha to deal with enemy mecha.

Meltrandi Scout Ship

The Meltrandi Scout Ship, sometimes referred to as a "pocket battleship", issued to scout out potential enemies and report back to the main fleet. The Laplamiz fleet uses this particular model. Not heavily armed, when the scout ship expects an armed conflict to arise, they are often deployed in teams, or with a gunship to act as escort. These ships can also function close in defense units in a fleet formation, protecting the larger ships from concentrated missile fire from opposing fleets. Their small size means that many of them can be positioned around a larger warship, such as the flagship, for additional defense.

Meltrandi Troopship

Similar in function to the Meltran Fleet Carrier, the Troopship is designed to ferry large numbers of Queadlunn-Rau Power Armour troops into battle. Roughly half the size of the Meltran Carrier the Troopship is effectively an armed and armored freighter, albeit it one armed with deadly weapons and carrying dangerous mecha and troops. Whereas the Meltran Carrier is commonly a small Fleet flagship the Troopship is one of the last ships to be considered for the duty. Due to its tendency to sit back and disgorge its cargo the Meltran Troopship is a vessel that largely survived the final battle of Space War I due to its tendency hang back from direct toe to toe combat.

Meltran Troopships can still be found throughout the galaxy making up large portions of Meltran Fleets ferrying Queadlunn-Rau Power Armors from battlefront to battlefront.

Nupetiet Vergnitzs-bis Flagship

Medium-scale fleet command battleship designed at the height of the development competitions during the early years of the Schism War. Flagship of Boddole Zer Main Fleet's 67th Glruimual class branch Vrlitwhai (Adoclas) Fleet. This ship is one of the largest available to Zentran forces, and is armed with a heavy particle beam cannon.

Octy-Gundoula Flagship

Large-scale fleet command battleship designed at the end of the Schism War. Equipped with a unique Cross Fold System and a heavy particle beam cannon, this is a fearsome opponent. The production planet where these giant flagships are constructed was thought lost until rediscovered by Kamjin in 2034. Utilizing several of these command ships and an ancient Protoculture communications system, he was able to gain the cooperation of the Neld, and later the Burado fleets to assist him in his deadly goals. The Neld fleet had very few of these ships, and all were lost when the Neld Command Base was destroyed. The Burado fleet fielded many more of these vessels, but most were lost again.

Queadol-Magdomilla Command Ship

As a fleet Command Ship, it has been in use since the middle stages of the Galactic Empire's Schism War. Flagship of Bodolza Main Fleet's 109th Branch Fleet's 7th Aerial Armored Division. Its primary strength is aerial assault, for it has a unique modular system composed of a bow section which can separate for descending into a planet's atmosphere.

Quel-Quallie Theatre Scout Pod

The Boquomouxy Quel-Quallie Theatre Scout Pod is an advanced reconnaissance vehicle used by the Zentraedi forces. With a crew of three, (pilot, co-pilot/gunner, and sensor operator,) the Quel-Quallie is able to gather data on enemy forces from long distances due to its advanced sensor equipment. Due to its size and armor, it is also able to withstand most mecha attacks. The Quel-Quallie Theatre Scout Recon Pod is 126.7 meters long, which by human scales is small capital ship, but by Zentraedi standards is merely a large mecha. However like all ships, the Quel-Quallie relies on venire thrusters for flight control, without them it would be unable to make any form of movement other than forwards. Amongst the Quel-Quallie's impressive sensor systems are a super-long-range early-warning Doppler radar, gravity wave passive radar, optical systems, electromagnetic systems, passive and active particle system cluster – making it roughly the equivalent to the UN Spacy's VE-1 Elintseeker for sensor capabilities.

Quitra Queleual Troop Carrier (LST)

The Zentraedi Carrier is a main battle ship primarily designed to ferry large amounts of small attack craft into battle. Its weapon systems are stilted towards its

fighters and other battle mecha, but it does have defensive armaments. This long-lived ship series has been in use as the one of the Zentraedi's standard carriers since the early-years of the Galactic Empire's Schism War. It has a round-cylinder configuration and does not posses a large forward firing beam cannon, instead relying on more traditional weapon systems.

Reentry Pod

This is a simple landing vessel capable of transporting troops from a capital ship to planetside or to recover them and return to their ship. The pod has no weapons and is capable of landing on both land and water.

Rin Nadow Lojm Monitor

The monitor is a Zentraedi gunship, being primarily a heavy particle beam cannon with an engine. At just over 1200m long, the ship was the second smallest in the fleet (only larger than the Salan). It carried few mecha and a relatively small armament, but its heavy particle beam cannon made it an invaluable asset. The cannon itself was modeled along the same "bow split" design as the cannon on the larger flagship, giving the monitor a long, somewhat stretched appearance resembling the bow portion of the Queadol-Magdomilla class command ship.

Initially, monitors were only assigned to large fleets under the command of trusted senior officers. The Protoculture considered it too dangerous for potentially untrustworthy commanders (such as Kamjin) to use this ship. Later, as the Zentraedi fleet's resources began to deplete, the ships were all re-assigned to a special fleet under the personal command of Boddole Zer. These ships were used in the Zentraedi assault on Earth, and accounted for the majority of damage done to the planet. Most of them were destroyed in the counterattack by the SDF-1 and Vrlitwhai's fleet. A few survived and were either scrapped for components for the UN's fleet or rebuilt as part of the Earth Defense Force.

Salan Scout Ship

The Zentraedi Picket/Scout Ship, sometimes referred to as a "Pocket Battleship", is used to scout out potential enemy's and report back to the main fleet. The scout ship's sophisticated system was almost equal to that of the much larger flagship. No other fleet vessels had as sophisticated a system. This particular model is used by the Boddole Zer fleet. Not heavily armed, when the scout ship expects an armed conflict to arise, they are often deployed in teams, or with a gunship to act as escort. These ships can also function close in defense units in a fleet formation, protecting the larger ships from concentrated missile fire from opposing fleets. Their small size means that many of them can be positioned around a larger warship, such as a flagship.

Spiral Nebula Fleet Command Base

This ship of the Spiral Nebula Arm Central Fleet Flagship class is the largest ship within the fleet. In the entire Zentraedi Army, there are probably 1000 to 2000 ships of this class. Organic in nature, the Spiral Nebula command base was thought to be tens of thousands of years old. Armed with laser cannons and missile launchers this ship

combined with its escort fleet of between 4 and 5 million Zentraedi ships, can decimate a planetary surface in minutes.

In 2036 the Neld Fleet invaded the Solar System. Commander Neld had developed an alliance with Kamjin, formerly of the Bodolza Fleet under Vrlitwhai 's command. Kamjin had developed a defense to the Minmei attack and contacted the Neld Fleet using an ancient Protoculture Communications Network. Commander Neld integrated the Sound Defense technology into his fleet and began his invasion.

The invasion consisted of two fronts, one near Neptune, the other Mars. The Neptune offensive eventually shifted to Earth Orbit. The Neld Flagship remained near Mars where it was eventually defeated in an attack by the Vrlitwhai Fleet.

In 2037 the Burado Fleet invaded the Solar System. As in the previous year, Kamjin had formed another alliance, this time with Commander Burado. The Burado Fleet was a significantly more well armed fleet than the Neld fleet, as they contained large numbers of the Octy-Gundoula Flagships. The Burado Fleet was successful in attacking all parts of the Solar system, from Earth, to the First Perimeter Defensive Lines at Saturn. Unlike the Neld Fleet, Commander Burado was also able to send Zentraedi Infiltrators into the Earth Forces.

After all the Octy-Gundoula Flagships were destroyed, the Burado Command Base was attacked in a massive all out assault near Saturn. Utilizing the "Minmei Attack" and huge flotillas of gunships, a breach was formed that allowed a group of courageous UN Spacy pilots to gain access to the base and destroy it.

Thuverl Salan Destroyer

The Zentraedi Destroyer is a main battle ship designed for a variety of missions. It has an excellent mix of ship-borne weapon systems and mecha battle systems enabling it to fulfill its missions. This long-lived ship series has been in use as the one of the Zentraedi's standard battleship since the later years of the Protoculture Era before the Galactic Empire's Schism War. It has a sharp configuration but does not posses a large forward firing beam cannon, instead relying on its traditional weapon systems.

Zentraedi Transport (Launch Type II Shuttle)

Small lightly armored spacecraft designed for short-range flight. Vrlitwhai, Exsedol, and another Zentraedi soldier used one of these to deliver “the samples” to Boddole Zer. This ship is essentially a Zentraedi-sized shuttlecraft.

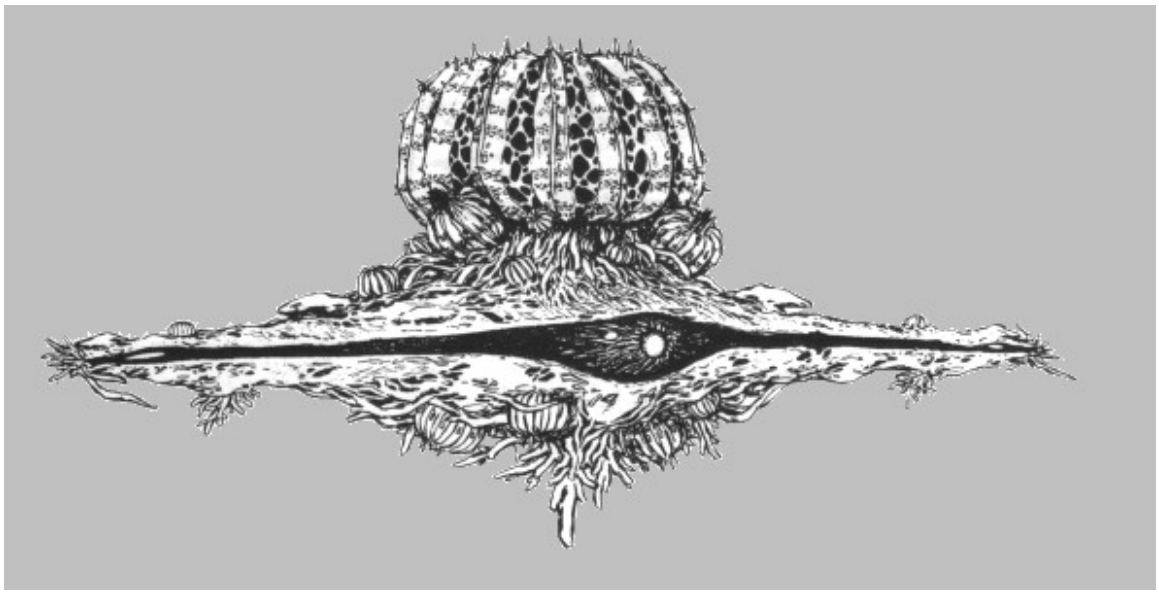
Zentraedi Troop Transport

Small armored spacecraft designed to deliver small troops where the larger ships may not be accessible. One such vessel was seen in Macross DYRL, when the Nousjadeul-Ger units apprehended Hikaru and Minmei, as well as Misa, Lynn Kaifuun and Roy, while near the rings of Saturn.

Zentraedi Vessels

Fulbtzs-Berrentzs Mobile Command Base

COST: 153,997,760 CP
Manufacturer: Fulbtzs-Berrentzs Fully-Automated Armory Planet



HEIGHT: 170 km
WIDTH: 1400 km
LENGTH: 600 km (150 km upper sphere)
WEIGHT: 61,178,000,000 tons
CREW: 100,000 personnel, 100,000,000 soldiers in stasis

Hull Class: MegaHeavy (1:100 scale)
KILLS: 613,950
ARMOR: SP 110
SPACES: 61,197

MA: 0.5 (10 kmph)
Turn: +110
Crew Quality: A (16 +1d10)

System	Kills	Range
MgH Communications	400	100,000 km
MgH Sensors	400	16,000 km

Weapon	Arc	DMG	Range	WA	Kills	Payload
Planetary Cannon	FF	500,000	6,437,376	+3	5000	U
Wide Beam (33 hex), Ultra-Beam, Warm-up 3, Clip 5						
Heavy Particle Gun (500)	All	5000K	6,437,376	+3	2000	U
Wide Beam (33 hex), Ultra-Beam, Warm-up 3, Clip 5						
Light Laser (4,400)	All	50K	123,597	+1	50	U
Missile Turret (3000)	All	12K	127^2	+1	50	U
Long Range, Blast 2, Fires volleys of up to 10 per launcher						
Torpedo Tube (200)	F	50K	123,597	+1	50	U
Each torpedo takes 8K to destroy. Blast 5.						

Mecha/Shuttle Compliment

Regult Pod	11,000
Regult Gluuhaug	1,000
Regult Serauhaug	1,000
Del Regult	500
Glaug	1,000

Nousjadeul-Ger	10,000
Quel-Quallie	100
Recovery Pods	100
Reentry Pods	500
Shuttlecraft	500

Optional Systems
Subspace Mass Sensors, Hyperspace Communications Array, Radio/Radar Interference Network
Bio-Scan Chamber, Mecha Override Control, Life Support (100,000 for indefinitely)
Cloning Facilities, Techno-Organic Advisors (4), Advanced Scientific Facilities
Techno-Organic Command Control

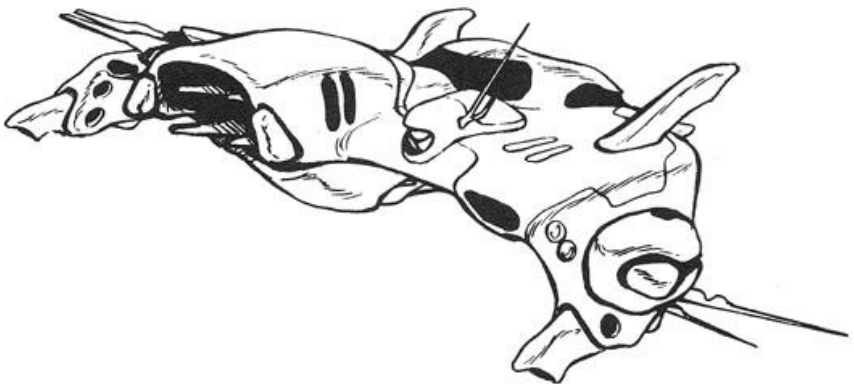
Bays
Mecha: 280 bays (33,600 capacity)
Crew: 8,300 bays (100,430,000 capacity)
Cargo: 1000 bays (6,050,000 ton capacity)
Medical Bay: 5 bays (60,500 capacity)
Repair Bay: 100 bays (1200 capacity)

Multipliers
Engines MA 0.5 (x-0.2), Hyperspace Drive (x1.0), Crew Grade A (x1.0)

Notes: This monstrous command base was the center of the Boddole Zer fleet in the Macross Movie. It is quite different from the TV design version that was noted as being 1400 km at its widest point. (This being the length of the Japanese islands.) This version also appears to be physically linked to Boddole Zer himself. When Hikaru Ichijyo finally blasted him to bits, the entire ship seemed to waste away. Boddole Zer's head was the only part of him that seemed to exist, it sat atop a large column the went into the core of the ship. His head was also monstrous. His head was easily larger than any other Zentraedi, including Vrlitwhai. Zentraedi records indicate 1000 to 2000 of these ships are still active in the galaxy.

Golg Gants Charts

COST: 176,608 CP
Manufacturer: Ishlytlagl Fully-Automated Armory Planet



HEIGHT: 49 m
WIDTH: 75 m
LENGTH: 83 m
WEIGHT: 89.5 tons
CREW: 2, pilot and gunner

Hull Class: Striker
KILLS: 550

ARMOR: SP 50
SPACES: 6 +10

MA: 54 (Mach 8)
Turn: +3
Crew Grade: B (14+1d10)

System	Kills	Range
AH Communications	30	30,000 km
LW Sensors	10	161 km

Weapon	Arc	DMG	Range	WA	Kills	Payload
Heavy Laser (1)	FF	200K	6,437,376	+1	200	U
Light Laser (1)	All	50K	123,597	+1	50	U
Missile Turret (2)	All	12K	127^2	+1	50	50

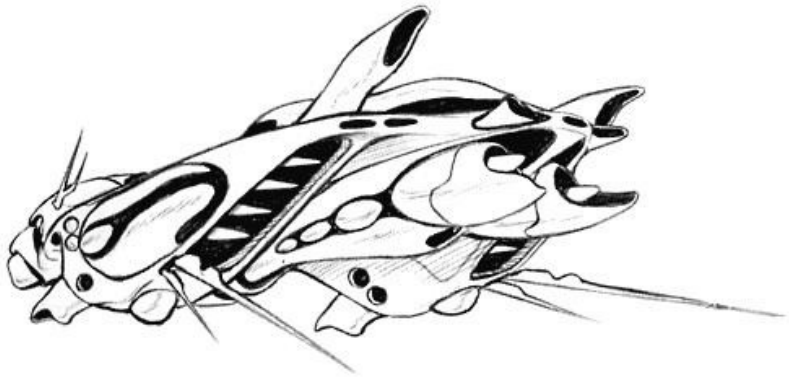
Long Range, Blast 2, Fires volleys of up to 10 per launcher

Mecha/Shuttle Compliment
None

Optional Systems
Subspace Mass Sensors, Hyperspace Communications Array, Life Support (2 for 1 week)
Antigravity Drive, Self Destruct

Bays
Mecha: none
Crew: 1
Cargo: none
Medical Bay: none
Repair Bay: none

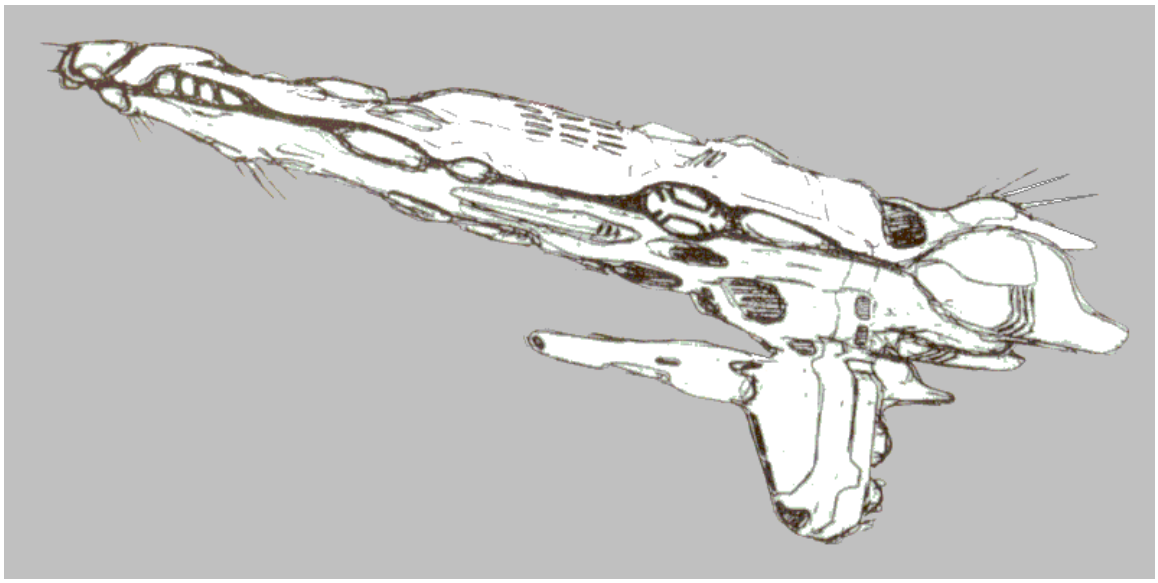
Multipliers
Engines MA 54 (x4.5), Crew Grade B (x0.6), Weight Efficiency (x0.2)



Programme: This patrol ship is used in advance of the main fleet in engagements.

Gragleb-Wovfl Medium Battleship

COST: 2,095,587 CP
Manufacturer: Worquli-Quatafilla 755819th Zentraedi Fully-Automated Armory Planet



HEIGHT: 620m (740m with lower pylon)
WIDTH: 600m
LENGTH: 4010m
WEIGHT: 172,000,000 tons
CREW: 4,000 assigned crew/personnel, 4660 assigned combat soldiers usually with another 6000 or more withdrawn from stasis as needed. Stasis can hold 28,900 warriors. Total Personnel 37,560.

Hull Class: MegaHeavy +
KILLS: 3890
ARMOR: SP 110
SPACES: 191

MA: 34 (Mach 3)
Turn: +11
Crew Grade: B (14 + 1d10)

System	**Kills**	**Range**
SL Communications	50	30,000 km
HS Sensors (excessive)	200	130,000 km

Weapon	**Arc**	**DMG**	**Range**	**WA**	**Kills**	**Payload**
Heavy Particle Cannon	FF	5000K	6,437,376	+3	2000	U
Wide Beam (33 hex), Ultra-Beam, Warm-up 3						
Superheavy Laser (1)	F	500K	6,437,376	+1	500	U
Warm Up 1						
Light Laser (30)	All	50K	123,597	+1	50	U
Missile Turret (50)	All	12K	127^2	+1	50	U
Long Range, Blast 2, Fires volleys of up to 10 per launcher						
Torpedo Tube (30)	F	50K	123,597	+1	50	U
Each torpedo takes 8K to destroy. Blast 5.						

Mecha/Shuttle Compliment

Regult Pod	550
Regult Serauhaug	50
Regult Gluuhaug	50
Del Regult Scout	50

Glaug	25
Glaug Rocket Sled	5
Raulon-Ve	500
Nousjadeul-Ger	300
Quel-Quallie	4
Recovery Pods	6
Reentry Pods	6
Shuttlecraft	6

Optional Systems
Mecha Override Control, Hyperspace Communications Array, Radar/Radio Interference Network Subspace Mass Sensors, Self Destruct, Antigravity Drive, Bio-Scan Chamber

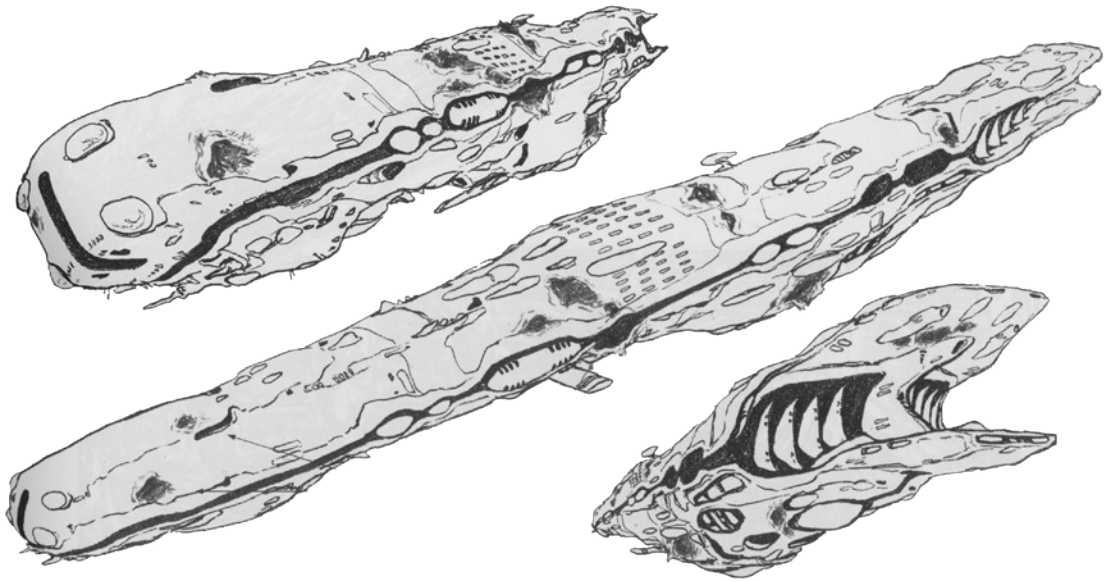
Bays
Mecha: 13 (1,560 capacity)
Crew: 4 (48,400 capacity)
Cargo: 10 (60,500 ton capacity)
Medical Bay: 1 (12,100 capacity)
Repair Bay: 0 (0 capacity)

Multipliers
Engines MA 34 (x1.1), Hyperspace (x1.0), Crew Grade B (x0.6)

Programme: Medium-scale fleet command battleship designed at the beginning of the development competitions during the early years of the Schism War. This ship may have been a precursor to the Nupetiet Vergnitzs-bis flagship.

Nupetiet Vergnitzs-bis

COST: 5,656,032 CP
Manufacturer: Worquli-Quatafilla 755819th Zentraedi Fully-Automated Armory Planet



HEIGHT: 620m
WIDTH: 600m
LENGTH: 4010m
WEIGHT: 170,000,000 tons

CREW: 4000 personnel, 4660 soldiers with 6000 to 28,900 soldiers in stasis

Hull Class: MegaHeavy +
KILLS: 3870
ARMOR: SP 110
SPACES: 189

MA: 34 (Mach 3)
Turn: +11
Crew Grade: A (16 + 1d10)

System	Kills	Range
SL Communications	50	30,000 km
HS Sensors (excessive)	200	130,000 km

Weapon	Arc	DMG	Range	WA	Kills	Payload
Heavy Particle Cannon	FF	5000K	6,437,376	+3	2000	U
Wide Beam (33 hex), Ultra-Beam, Warm-up 3						
Superheavy Laser (12)	F	500K	6,437,376	+1	500	U
Warm Up 1						
Light Laser (150)	All	50K	123,597	+1	50	U
Missile Turret (240)	All	12K	127^2	+1	50	U
Long Range, Blast 2, Fires volleys of up to 10 per launcher						
Torpedo Tube (60)	F	50K	123,597	+1	50	U
Each torpedo takes 8K to destroy. Blast 5.						

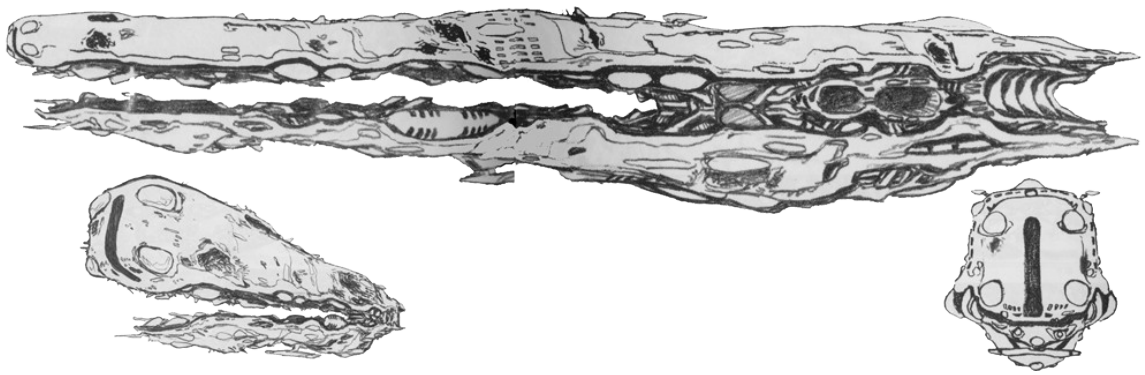
Mecha/Shuttle Compliment

Regult Pod	3150
Regult Serauhaug	350
Regult Gluuhaug	150
Del Regult Scout	50
Glaug	100
Glaug Rocket Sled	25
Raulon-Ve	400
Nousjadeul-Ger	300
Quel-Quallie	6
Recovery Pods	4
Reentry Pods	12
Shuttlecraft	6

Optional Systems
Mecha Override Control, Hyperspace Communications Array, Radar/Radio Interference Network
Subspace Mass Sensors, Self Destruct, Antigravity Drive, Bio-Scan Chamber
Life Support (38,000 for 20 years)

Bays
Mecha: 38 (4,560 capacity)
Crew: 4 (48,400 capacity)
Cargo: 10 (60,500 ton capacity)
Medical Bay: 1 (12,100 capacity)
Repair Bay: 0 (0 capacity)

Multipliers
Engines MA 34 (x1.1), Hyperspace (x1.0), Crew Grade A (x1.0)



Programme: Medium-scale fleet command battleship designed at the height of the development competitions during the early years of the Schism War. Flagship of Boddole Zer Main Fleet's 67th Glruimual class branch Vrlitwhai (Adoclass) Fleet. Repaired after Space War I and re-commissioned as the first battleship of the New United Nations Forces space fleet in December 2012.

Nupetiet-Volgrol Medium-Scale Battleship

COST: 2,032,003 CP
Manufacturer: Worquli-Quatafilla 755819th Zentraedi Fully-Automated Armory Planet

HEIGHT: 630m
WIDTH: 600m
LENGTH: 4010m
WEIGHT: 168,000,000 tons
CREW: 4,000 assigned crew/personnel, 4660 assigned combat soldiers usually with another 6000 or more withdrawn from stasis as needed. Stasis can hold 28,900 warriors. Total Personnel 37,560.

Hull Class: MegaHeavy +
KILLS: 3850
ARMOR: SP 110
SPACES: 187

MA: 34 (Mach 3)
Turn: +11
Crew Grade: A (16 + 1d10)

System	Kills	Range
SL Communications	50	30,000 km
HS Sensors (excessive)	200	130,000 km

Weapon	Arc	DMG	Range	WA	Kills	Payload
Heavy Particle Cannon	FF	5000K	6,437,376	+3	2000	U
Wide Beam (33 hex), Ultra-Beam, Warm-up 3						
Light Laser (30)	All	50K	123,597	+1	50	U
Missile Turret (50)	All	12K	127^2	+1	50	U
Long Range, Blast 2, Fires volleys of up to 10 per launcher						
Torpedo Tube (20)	F	50K	123,597	+1	50	U
Each torpedo takes 8K to destroy. Blast 5.						

Mecha/Shuttle Compliment

Regult Pod	550
Regult Serauhaug	50
Regult Gluuhaug	50
Del Regult Scout	50
Glaug	25
Raulon-Ve	500
Nousjadeul-Ger	300
Quel-Quallie	4
Recovery Pods	6
Reentry Pods	6
Shuttlecraft	6

Optional Systems
Mecha Override Control, Hyperspace Communications Array, Radar/Radio Interference Network
Subspace Mass Sensors, Self Destruct, Antigravity Drive, Bio-Scan Chamber

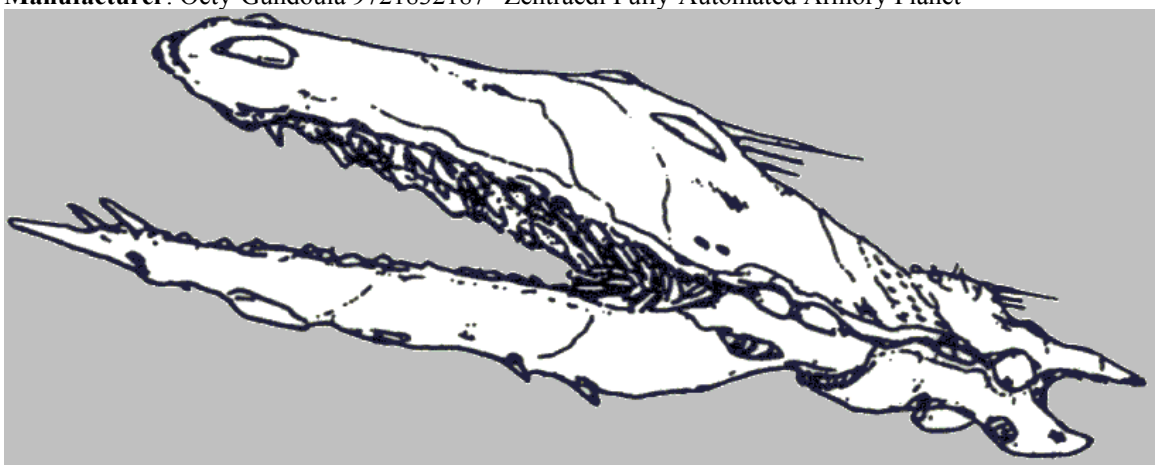
Bays
Mecha: 13 (1,560 capacity)
Crew: 4 (48,400 capacity)
Cargo: 10 (60,500 ton capacity)
Medical Bay: 1 (12,100 capacity)
Repair Bay: 0 (0 capacity)

Multipliers
Engines MA 34 (x1.1), Hyperspace (x1.0), Crew Grade B (x0.6)

Programme: Medium-scale fleet command battleship designed at the beginning of the development competitions during the early years of the Schism War. This ship may have been a precursor to the Nupetiet Vergnitzs-bis flagship.

Octy-Gundoula Flagship

COST: 1,830,227 CP
Manufacturer: Octy-Gundoula 9721832187th Zentraedi Fully-Automated Armory Planet



HEIGHT: 640m
WIDTH: 595m
LENGTH: 4800m
WEIGHT: 179,500,000 tons
CREW: 4,500 assigned crew/personnel, 4660 assigned combat soldiers usually with another 6000 or more withdrawn from stasis as needed. Stasis can hold 28,900 warriors. Total Personnel 38,060.

Hull Class: MegaHeavy +
KILLS: 3960
ARMOR: SP 100
SPACES: 198

MA: 34 (Mach 3)
Turn: +11
Crew Grade: B (14 + 1d10)

System	Kills	Range
SL Communications	50	30,000 km
HS Sensors (excessive)	200	130,000 km

Weapon	Arc	DMG	Range	WA	Kills	Payload
Heavy Particle Cannon	FF	5000K	6,437,376	+3	2000	U
Wide Beam (33 hex), Ultra-Beam, Warm-up 3						
Light Laser (32)	All	50K	123,597	+1	50	U
Missile Turret (54)	All	12K	127^2	+1	50	U
Long Range, Blast 2, Fires volleys of up to 10 per launcher						
Torpedo Tube (20)	F	50K	123,597	+1	50	U
Each torpedo takes 8K to destroy. Blast 5.						

Mecha/Shuttle Compliment

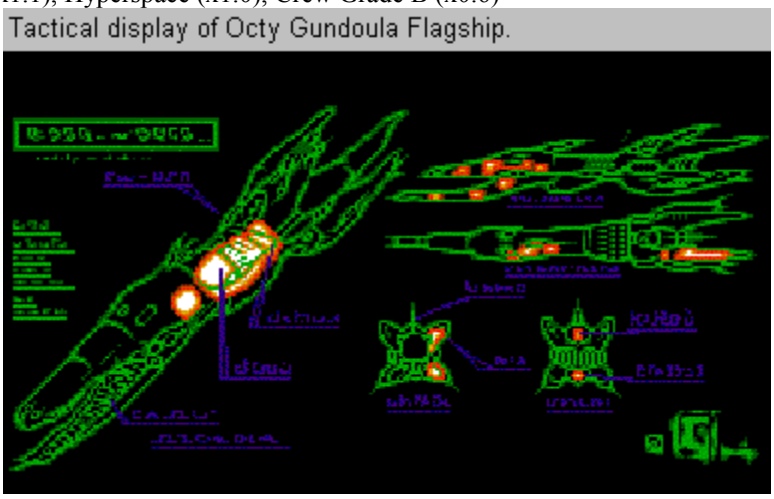
Regult Pod	550
Regult Serauhaug	50
Regult Gluuhaug	50
Del Regult Scout	50
Glaug	25
Raulon-Ve	500

Nousjadeul-Ger	300
Quel-Quallie	4
Recovery Pods	6
Reentry Pods	6
Shuttlecraft	3

Optional Systems
Hyperspace Communications Array, Subspace Mass Sensors, Self Destruct, Antigravity Drive
Mecha Override Control, Cross Fold System, Life Support (38,000 for 20 years)
Radar/Radio Interference Network, Bio-Scan Chamber

Bays
Mecha: 30 bays (3,600 capacity)
Crew: 3 bays (39,300 capacity)
Cargo: 5 bays (30,250 ton capacity)
Medical Bay: 1 bay (12,100 capacity)
Repair Bay: none

Multipliers
Engines MA 34 (x1.1), Hyperspace (x1.0), Crew Grade B (x0.6)



Programme: Primary command ship of the Neld fleet that attacks earth in 2036, and also a major part of the Burado fleet that attacks in 2037. Large-scale fleet command battleship designed at the end of the Schism War. This ship has a unique system that can disrupt space folding of other capital ships and cause them to defold to a location of the Octy-Gundoula's choosing.

Queadol-Magdomilla

COST: 2,847,665 CP
Manufacturer: Velquel-Quettereul 49377325th Zentraedi Fully-Automated Armory Planet

HEIGHT: 740m

Assault Module: 550m
Orbital Module: 740m

WIDTH: 800m
Assault Module: 550m
Orbital Module: 800m

LENGTH: 2700m
Assault Module: 1377m
Orbital Module: 1764m

WEIGHT: 100,300,000 tons
Assault Module: 18,000,000 tons
Orbital Module: 82,300,000 tons

CREW: 1200 personnel, 9860 soldiers with up to 2400 soldiers in stasis

Hull Class: MegaHeavy +

KILLS:
Assault Module: 2300
Orbital Module: 2900

ARMOR:
Assault Module: SP 100
Orbital Module: SP 100

SPACES:
Assault Module: 47
Orbital Module: 119

MA: 34 (Mach 3)
Turn: +11
Crew Grade: B (14 + 1d10)

System	Kills	Range
SL Communications	50	30,000 km
HS Sensors (excessive)	200	130,000 km

Weapon	Arc	DMG	Range	WA	Kills	Payload
Superheavy Laser (4/2)	F	500K	6,437,376	+1	500	U
Warm Up 1						
Light Laser (54/26)	All	50K	123,597	+1	50	U
Missile Turret (12/96)	All	12K	127^2	+1	50	U
Long Range, Blast 2, Fires volleys of up to 10 per launcher						
Torpedo Tube (36/4)	F	50K	123,597	+1	50	U
Each torpedo takes 8K to destroy. Blast 5.						

* The first number is the assault module while the second number is the orbital module.

Mecha/Shuttle Compliment

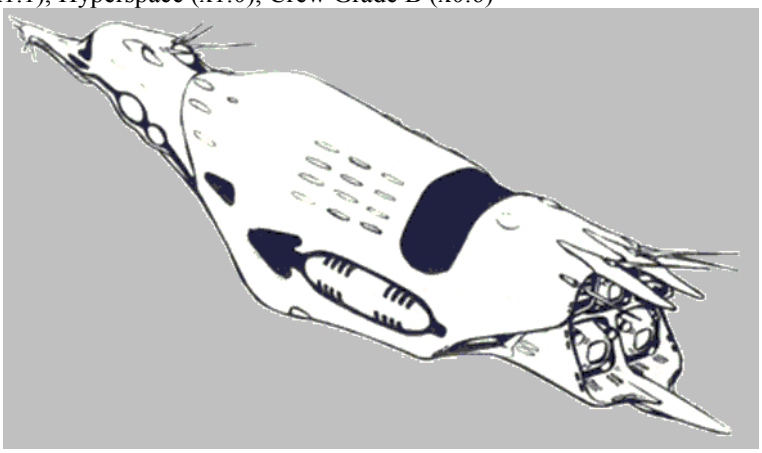
Regult Pod	310 / 1750
Regult Serauhaug	35 / 180
Regult Gluuhaug	20 / 75
Del Regult Scout	50 / 25
Glaug	15 / 50
Glaug Rocket Sled	3 / 15
Raulon-Ve	50 / 200
Nousjadeul-Ger	65 / 220
Quel-Quallie	3 / 2
Recovery Pods	2 / 4
Reentry Pods	2 / 8
Shuttlecraft	2 / 6

* Assault / Orbital section compliments

Optional Systems
Hyperspace Communications Array, Subspace Mass Sensors, Self Destruct, Antigravity Drive
Separation Coordination System, Radar/Radio Interference Network, Bio-Scan Chamber
Life Support (1500 for 10 years)

Bays
Mecha: 5 / 22 bays (600 / 2,640 capacity)
Crew: 1 / 1 bays (12,100 / 12,100 capacity)
Cargo: 5 bays (30,250 ton capacity)
Medical Bay: 1 bay (1,210 capacity)
Repair Bay: none

Multipliers
Engines MA 34 (x1.1), Hyperspace (x1.0), Crew Grade B (x0.6)



Programme: As a fleet command battleship, it has been in use since the middle stages of the Galactic Empire's Schism War. Flagship of Gorg Boddole Zer Main Fleet's109th Branch Fleet's 7th Aerial Armored Division. Its primary strength is aerial assault, for it has a unique modular system composed of a bow section which can separate for descending into a planet's atmosphere.

Quedol-Telvwo Carrier (LST)

COST: 1,221,022 CP
Manufacturer: Quedol-Telvwo 12587334th Zentraedi Fully-Automated Armory Planet

HEIGHT: 660m
WIDTH: 680m

LENGTH: 3000m
WEIGHT: 150,000,000 tons
CREW: 1800 assigned crew/personnel, 1100 assigned combat soldiers. Stasis can hold 1000 warriors. Total Personnel 3900.

Hull Class: MegaHeavy +
KILLS: 3670
ARMOR: SP 90
SPACES: 169

MA: 34 (Mach 3)
Turn: +11
Crew Grade: B (14 + 1d10)

System	Kills	Range
SL Communications	50	30,000 km
HS Sensors (excessive)	200	130,000 km

Weapon	Arc	DMG	Range	WA	Kills	Payload
Superheavy Laser (1)	F	500K	6,437,376	+1	500	U
Warm Up 1						
Light Laser (17)	All	50K	123,597	+1	50	U
Missile Turret (96)	All	12K	127^2	+1	50	U
Long Range, Blast 2, Fires volleys of up to 10 per launcher						
Torpedo Tube (20)	F	50K	123,597	+1	50	U
Each torpedo takes 8K to destroy. Blast 5.						

Mecha/Shuttle Compliment

Regult Pod	990
Regult Serauhaug	45
Regult Gluuhaug	45
Del Regult Scout	45
Glaug	45
Raulon-Ve	900
Nousjadeul-Ger	540
Quel-Quallie	4
Recovery Pods	8
Reentry Pods	8
Shuttlecraft	8

Optional Systems
Hyperspace Communications Array, Subspace Mass Sensors, Self Destruct, Antigravity Drive
Life Support (29,000 for 10 years), Radar/Radio Interference Network

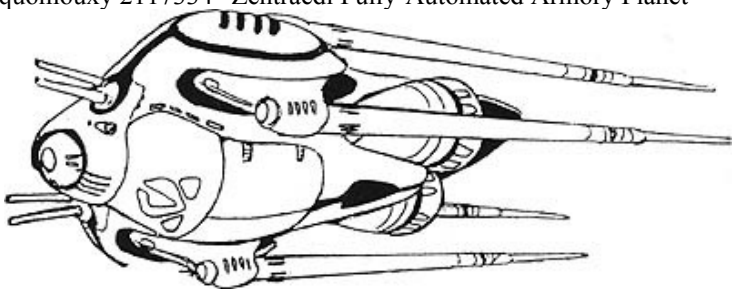
Bays
Mecha: 22 bays (2,640 capacity)
Crew: 3 bays (39,300 capacity)
Cargo: 5 bays (30,250 ton capacity)
Medical Bay: 1 bay (12,100 capacity)
Repair Bay: none

Multipliers
Engines MA 34 (x1.1), Hyperspace (x1.0), Crew Grade B (x0.6)

Programme: The Quedol-Telvwo is an early Schism War design and precursor to the Quiltra-Queleula.

Quel-Quallie Theatre Reconnaissance Pod

COST: 8250 CP
Manufacturer: Boquomouxy 2117334th Zentraedi Fully-Automated Armory Planet



HEIGHT: 33m, 60m with legs at full extension
WIDTH: ?
LENGTH: 126.7m
WEIGHT: 1200 tons
CREW: 3 macronized Zentraedi

Hull Class: Superlight
KILLS: 200
ARMOR: SP 30
SPACES: 2

Ground MA: 10
MA: 30 (Mach 2.5)
Turn: +1
Crew Grade: B (14+1d10)

System	Kills	Range
MW Communications	200	1500 km (960 km)
AH Sensors	300	3000 km (321 km)

Weapon	Arc	DMG	Range	WA	Kills	Payload
Rapid Fire Cannon (2)	T	10K	24	+1	10	U
BV3						
Missile Launcher (2)	F	7K	32	-1	25	12
Can fire volleys of up to 4.						

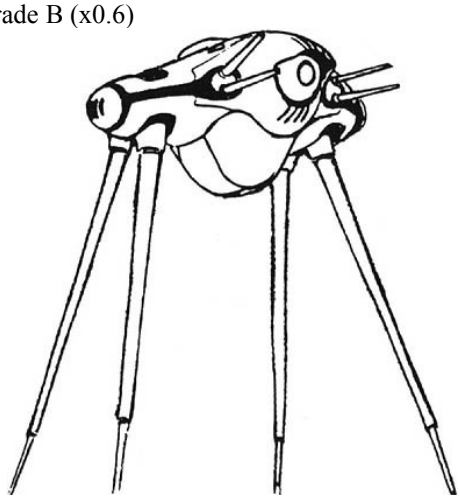
Mecha/Shuttle Compliment
None

Optional Systems
Life Support (3 for 1 year), Antigravity Drive, Advanced Sensors, Self Destruct, Escape Pod

Escape Capsule
50K, SP 20
Length: 30.5m Width: 13.7m Height: 18.3m Weight: 68 tons

Bays
Mecha: none
Crew: 1 bay (3 capacity)
Cargo: none
Medical Bay: none
Repair Bay: none

Multipliers
Engines MA 30 (x0.9), Crew Grade B (x0.6)



Programme: Developed for long range reconnaissance missions behind enemy lines.

Quiltra Queleual

COST: 3,781,663 CP
Manufacturer: Spoltra-Shifd 18899550th Zentraedi Fully-Automated Armory Planet

HEIGHT: 680m
WIDTH: 630m
LENGTH: 3000m
WEIGHT: 150,000,000 tons
CREW: 4000 personnel, 4660 soldiers with 6870 to 28,800 soldiers in stasis

Hull Class: MegaHeavy +
KILLS: 3670
ARMOR: SP 90
SPACES: 169

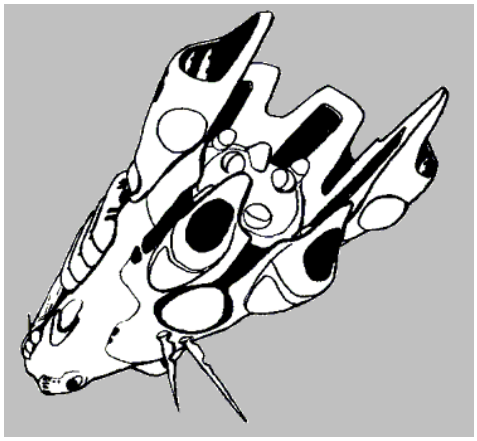
MA: 34 (Mach 3)
Turn: +11
Crew Grade: B (14 + 1d10)

System	Kills	Range
SL Communications	50	30,000 km
HS Sensors (excessive)	200	130,000 km

Weapon	Arc	DMG	Range	WA	Kills	Payload
Superheavy Laser (17)	F	500K	6,437,376	+1	500	U
Warm Up 1						
Light Laser (96)	All	50K	123,597	+1	50	U
Missile Turret (96)	All	12K	127^2	+1	50	U
Long Range, Blast 2, Fires volleys of up to 10 per launcher						
Torpedo Tube (20)	F	50K	123,597	+1	50	U
Each torpedo takes 8K to destroy. Blast 5.						

Mecha/Shuttle Compliment

Regult Pod	2500
Regult Serauhaug	250
Regult Gluuhaug	100
Del Regult Scout	35
Glaug	65
Glaug Rocket Sled	20
Raulon-Ve	300
Nousjadeul-Ger	250
Quel-Quallie	6
Recovery Pods	6
Reentry Pods	14
Shuttlecraft	4



Optional Systems
Hyperspace Communications Array, Subspace Mass Sensors, Self Destruct, Antigravity Drive
Radar/Radio Interference Network, Bio-Scan Chamber, Life Support (2900 for 10 years)

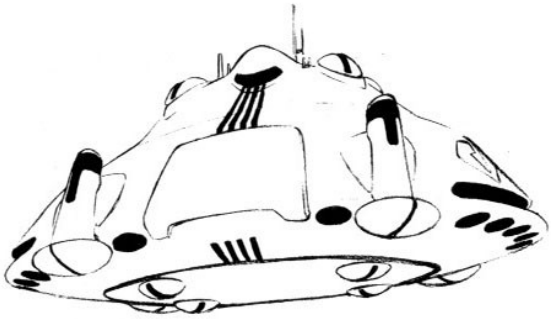
Bays
Mecha: 30 bays (3,600 capacity)
Crew: 3 bays (39,300 capacity)
Cargo: 5 bays (30,250 ton capacity)
Medical Bay: 1 bay (12,100 capacity)
Repair Bay: none

Multipliers
Engines MA 34 (x1.1), Hyperspace (x1.0), Crew Grade B (x0.6)

Programme: This planetary assault landing ship tank (LST) has been in use since the early years the Galactic Empire's Schism War

Reentry Pod

COST: 68,520 CP
Manufacturer: ??



HEIGHT: ?
WIDTH: 230 m
LENGTH: 230 m
WEIGHT: 140 tons
CREW: 3

Hull Class: Superlight
KILLS: 85
ARMOR: SP 30
SPACES: 2 + 23

MA: 28 (Mach 2)
Turn: +1
Crew Grade: B (14+1d10)

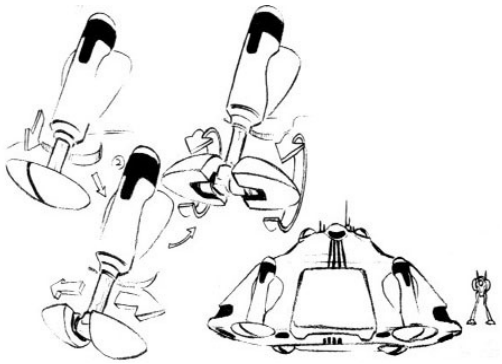
System	Kills	Range
AH Communications	30	30,000 km
LW Sensors	10	161 km

Weapon	Arc	DMG	Range	WA	Kills	Payload
None						

Mecha/Shuttle Compliment

Regult	24 (replace 1 with Glaug if needed)
Infantry	48

The pod can carry either battlepods or infantry.



Optional Systems
Antigravity Drive, Self Destruct

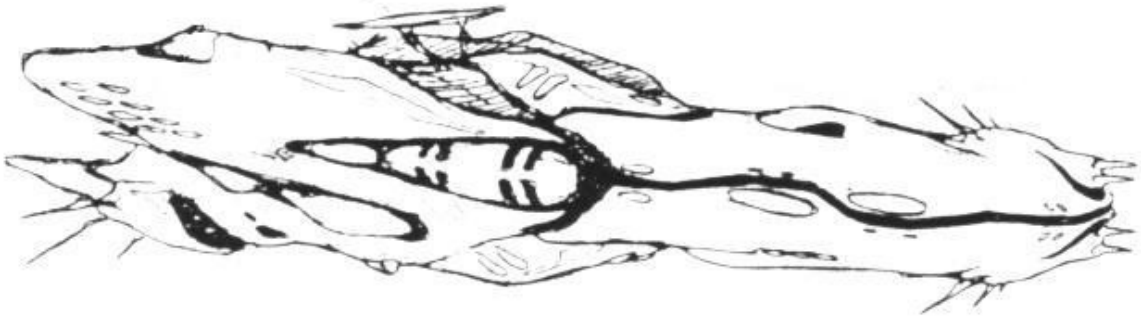
Bays
Mecha: 24 (24 capacity)
Crew: 1 (48 capacity)
Cargo: none
Medical Bay: none
Repair Bay: none

Multipliers
Engines MA 28 (x0.8), Crew Grade B (x0.6)

Programme: Designed for troop transport back and forth from ship to planet. It can transport 24 battle pods or 48 infantry.

Rin Nadow Lojm

COST: 1,523,068 CP
Manufacturer: Thuverl-Zanse 203643792nd Zentraedi Fully-Automated Armory Planet



HEIGHT: 550m
WIDTH: 380m
LENGTH: 1500m
WEIGHT: 23,000,000 tons
CREW: 475 assigned crew/personnel, 200 assigned combat soldiers. Stasis can hold 200 warriors. Total Personnel 875

Hull Class: MegaHeavy +

KILLS: 2400
ARMOR: SP 80
SPACES: 42

MA: 34 (Mach 3)
Turn: +11
Crew Grade: B (14 +1d10)

System	Kills	Range
SL Communications	50	30,000 km
HS Sensors (excessive)	200	130,000 km

Weapon	Arc	DMG	Range	WA	Kills	Payload
Heavy Particle Cannon	FF	5000K	6,437,376	+3	2000	U
Wide Beam (33 hex), Ultra-Beam, Warm-up 3, Clip 5						
Light Laser (30)	All	50K	123,597	+1	50	U
Missile Turret (30)	All	12K	127^2	+1	50	U
Long Range, Blast 2, Fires volleys of up to 10 per launcher						
Torpedo Tube (20)	F	50K	123,597	+1	50	U
Each torpedo takes 8K to destroy. Blast 5.						

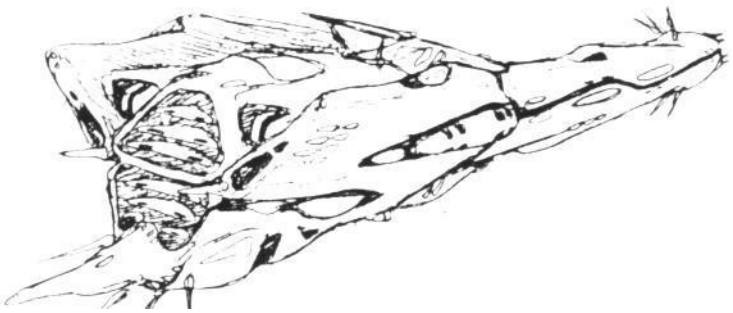
Mecha/Shuttle Compliment

Regult Pod	516
Regult Serauhaug	42
Regult Gluuhaug	20
Del Regult Scout	16
Glaug	5
Raulon-Ve	60
Nousjadeul-Ger	20
Recovery Pods	2
Reentry Pods	2
Shuttlecraft	2
Hover Platforms	20

Optional Systems
Subspace Mass Sensors, Hyperspace Communications Array, Antigravity Drive, Self Destruct
Radio/Radar Interference Network, Life Support (675 for 5 years)

Bays
Mecha: 6 bays (720 capacity)
Crew: 1 bay (12,100 capacity)
Cargo: 5 bays (30,250 ton capacity)
Medical Bay: 1 bay (12,100 capacity)
Repair Bay: none

Multipliers
Engines MA 34 (x1.1), Hyperspace Drive (x1.0), Crew Grade B (x0.6)



Programme: This medium-scale gun destroyer is used in planetary bombardment and large-scale fleet-to-fleet engagement. This ship has also been listed as Thuverl-Zanse Gunship and Quiltra-Quelamitz Gunship. It accounts for just under 1% of the Zentraedi fleet.

Salan

COST: 316,134 CP
Manufacturer: Salan-Minor 203643792nd Zentraedi Fully-Automated Armory Planet

HEIGHT: 170m
WIDTH: 355m
LENGTH: 500m
WEIGHT: 3,800,000 tons
CREW: 200 assigned crew/personnel, 100 assigned combat soldiers. Stasis can hold 100 warriors. Total Personnel 400

Hull Class: MegaHeavy+
KILLS: 2250
ARMOR: SP 50
SPACES: 23

MA: 34 (Mach 3)
Turn: +11
Crew Grade: B (14 + 1d10)

System	Kills	Range
SL Communications	50	30,000 km
HS Sensors (excessive)	200	130,000 km

Weapon	Arc	DMG	Range	WA	Kills	Payload
Superheavy Laser (1)	F	500K	6,437,376	+1	500	U
Warm Up 1						
Light Laser (12)	All	50K	123,597	+1	50	U
Missile Turret (10)	All	12K	127^2	+1	50	U
Long Range, Blast 2, Fires volleys of up to 10 per launcher						

Torpedo Tube (10)	F	50K	123,597	+1	50	U

Each torpedo takes 8K to destroy. Blast 5.

Mecha/Shuttle Compliment

Regult Pod	150
Regult Serauhaug	15
Regult Gluuhaug	7
Del Regult Scout	3
Glaug	5
Glaug Rocket Sled	2
Raulon-Ve	15
Nousjadeul-Ger	10
Quel-Quallie	2
Recovery Pods	2
Reentry Pods	2
Shuttlecraft	2

Optional Systems
Hyperspace Communications Array, Subspace Mass Sensors, Self Destruct, Antigravity Drive
Radar/Radio Interference Network, Life Support (300 for 5 years)

Bays
Mecha: 2 bays (240 capacity)
Crew: 1 bay (12,100 capacity)
Cargo: 2 bays (12,100 ton capacity)
Medical Bay: 1 bay (12,100 capacity)
Repair Bay: none

Multipliers
Engines MA 34 (x1.1), Hyperspace (x1.0), Crew Grade B (x0.6)

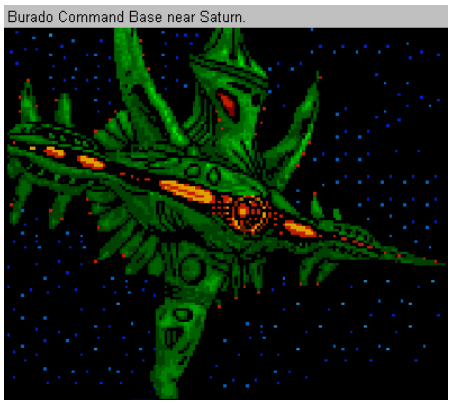
Programme: This patrol ship is used in advance of the main fleet in engagements. This ship is also referred to as a Zentraedi Picket.

Spiral Nebula Class Mobile Command Base

COST: 173,678,560 CP
Manufacturer: Gletztzu-Glaz Zentraedi Fully-Automated Armory Planet

HEIGHT: 210 km
WIDTH: 1400 km
LENGTH: 600 km
WEIGHT: 75,250,000,000 tons
CREW: 100,000 personnel, 100,000,000 soldiers in stasis

Hull Class: MegaHeavy Excessive Scale
KILLS: 754,760
ARMOR: SP 110
SPACES: 75,269



MA: 0.5 (10 kmph)
Turn: +110
Crew Quality: A (16 + 1d10)

System	Kills	Range
MgH Communications	400	100,000 km
MgH Sensors	400	16,000 km

Weapon	Arc	DMG	Range	WA	Kills	Payload
Planetary Cannon	FF	500,000	6,437,376	+3	5000	U
Wide Beam (33 hex), Ultra-Beam, Warm-up 3, Clip 1 per 7 days						
Heavy Particle Gun (500)	All	500K	6,437,376	+3	2000	U
Wide Beam (33 hex), Ultra-Beam, Warm-up 3, Clip 5						
Light Laser (4,400)	All	50K	123,597	+1	50	U
Missile Turret (3000)	All	12K	127^2	+1	50	U
Long Range, Blast 2, Fires volleys of up to 10 per launcher						
Torpedo Tube (200)	F	50K	123,597	+1	50	U
Each torpedo takes 8K to destroy. Blast 5.						

Mecha/Shuttle Compliment

Regult Pod	11,000
Regult Gluuhaug	1,000
Regult Serauhaug	1,000
Del Regult	500
Glaug	1,000
Raulon-Ve Fighters	8,000
Nousjadeul-Ger	10,000
Quel-Quallie	100
Recovery Pods	100
Reentry Pods	100
Shuttlecraft	500
Hover Platforms	1,000

Optional Systems
Subspace Mass Sensors, Hyperspace Communications Array, Radio/Radar Interference Network
Bio-Scan Chamber, Mecha Override Control, Life Support (100,000 for indefinitely)
Cloning Facilities, Techno-Organic Advisors (4), Advanced Scientific Facilities
Techno-Organic Command Control

Bays
Mecha: 280 bays (33,600 capacity)
Crew: 8,300 bays (100,430,000 capacity)
Cargo: 1000 bays (6,050,000 ton capacity)
Medical Bay: 5 bays (60,500 capacity)
Repair Bay: 100 bays (1200 capacity)

Multipliers
Engines MA 0.5 (x-0.2), Hyperspace Drive (x1.0), Crew Grade A (x1.0)

Notes: This is the command ship used by the Neld and Burado fleets that attacked in 2036 and 2037, respectively. This is possibly a late Schism War design.

Thuverl Salan

COST: 1,624,651 CP
Manufacturer: Geteulmaqulla-Zollia 4146163-53717550th Zentraedi Fully-Automated Armory Planet

HEIGHT: 410m
WIDTH: 880m
LENGTH: 2300m
WEIGHT: 39,500,000 tons
CREW: 2840 personnel, 7840 soldiers with 9600 soldiers in stasis

Hull Class: MegaHeavy +
KILLS: 2530
ARMOR: SP 80
SPACES: 55

MA: 34 (Mach 3)
Turn: +11
Crew Grade: B (14 + 1d10)

System	Kills	Range
SL Communications	50	30,000 km
HS Sensors (excessive)	200	130,000 km

Weapon	Arc	DMG	Range	WA	Kills	Payload
Superheavy Laser (4)	F	500K	6,437,376	+1	500	U
Warm Up 1						

Light Laser (35)	All	50K	123,597	+1	50	U
Missile Turret (70)	All	12K	127^2	+1	50	U
Long Range, Blast 2, Fires volleys of up to 10 per launcher						
Torpedo Tube (30)	F	50K	123,597	+1	50	U
Each torpedo takes 8K to destroy. Blast 5.						

Mecha/Shuttle Compliment

Regult Pod	1400
Regult Serauhaug	130
Regult Gluuhaug	80
Del Regult Scout	30
Glaug	60
Glaug Rocket Sled	15
Raulon-Ve	200
Nousjadeul-Ger	100
Quel-Quallie	4
Recovery Pods	2
Reentry Pods	4
Shuttlecraft	2

Optional Systems

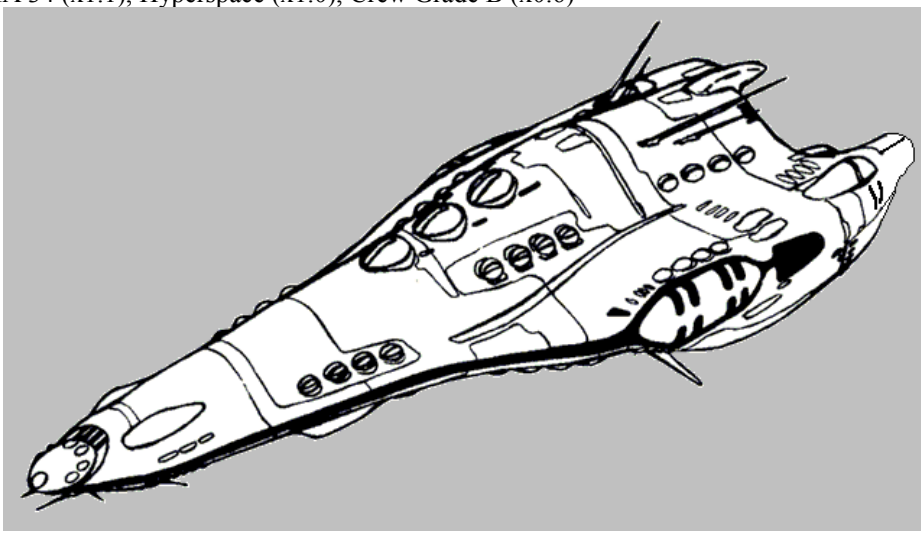
Hyperspace Communications Array, Subspace Mass Sensors, Self Destruct, Antigravity Drive
Radio/Radar Interference Network, Life Support (1150 for 10 years)

Bays

Mecha: 17 bays (2,040 capacity)
Crew: 2 bays (21,200 capacity)
Cargo: 5 bays (30,250 ton capacity)
Medical Bay: 1 bay (12,100 capacity)
Repair Bay: none

Multipliers

Engines MA 34 (x1.1), Hyperspace (x1.0), Crew Grade B (x0.6)



Programme: This long-lived ship series has been in use as the Zentraedi standard battleship since the later years of the Protoculture Era before the Galactic Empire's Schism War.

Zentraedi Type II Shuttle

COST: 229,098 CP
Manufacturer: Qwethwal-Ko 56343792nd Zentraedi Fully-Automated Factory Satellite

HEIGHT: ?
WIDTH: ?
LENGTH: 72m
WEIGHT: 160 tons
CREW: 4 including pilot

Hull Class: Superlight
KILLS: 175
ARMOR: SP 30
SPACES: 7

MA: 22 (Mach 1)
Turn: +1
Crew Grade: B (14 + 1d10)

System	Kills	Range
SL Communications	50	960 km
HS Class Sensors	200	804 km

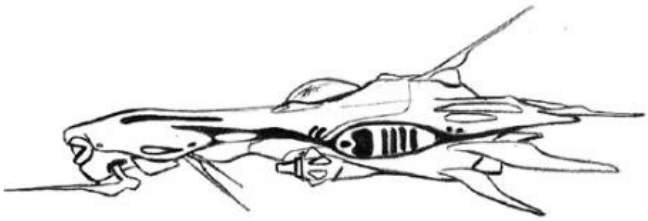
Weapon	Arc	DMG	Range	WA	Kills	Payload
Light Laser (2)	FF	50K	123,597	+1	50	U
Missile Launcher (2)	FF	7K	1200	+1	50	16

Fires volleys of up to 4 per launcher

Mecha/Shuttle Compliment
None

Optional Systems
Self Destruct, Antigravity Drive

Bays
Mecha: none
Crew: 1 bay (4 capacity)
Cargo: none
Medical Bay: none
Repair Bay: none



Multipliers
Engines MA 22 (x0.6), Hyperspace (x1.0), Crew Grade B (x0.6)

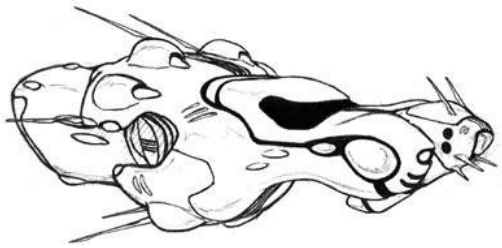
Programme: This is a lightly armed transport for ferrying important personnel between ships. Also called Zentraedi Launch.

Zentraedi Troop Carrier

COST: 21,440 CP
Manufacturer: various Fully-Automated Armory Planets

HEIGHT: ?
WIDTH: 123m
LENGTH: 183m

WEIGHT: 35,000 tons ?
CREW: 2 including pilot, see troop compliment below



Hull Class: Striker
KILLS: 600
ARMOR: SP 40
SPACES: 6

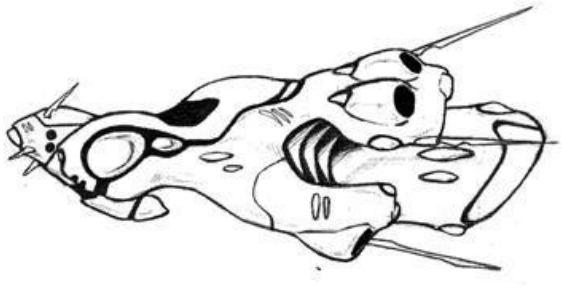
MA: 22 (Mach 1)
Turn: +2
Crew Grade: B (14 + 1d10)

System	Kills	Range
SL Communications	50	960 km
HS Class Sensors	200	804 km

Weapon	Arc	DMG	Range	WA	Kills	Payload
None						

Mecha/Shuttle Compliment
Carries one of the following:

Nousjadeul-Ger	8
Regult	12
Zentraedi Infantry	20



Optional Systems
Self Destruct, Antigravity Drive

Bays
Mecha: 3 bays (15 capacity)
Crew: 1 bay (2 capacity)
Cargo: none
Medical Bay: none
Repair Bay: none

Multipliers
Engines MA 22 (x0.6), Hyperspace (x1.0), Crew Grade B (x0.6)

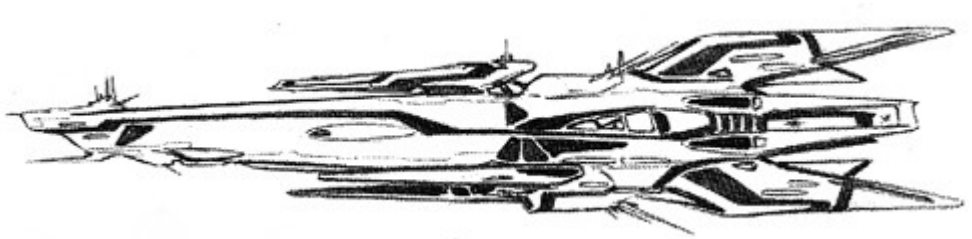
Programme: This is a lightly armed troop transport for getting a small group of troops into a critical area.

Notes: I could find no tonnage listing, so I estimated the hull class based on it's size and function.

Meltrandi Vessels

Meltran Battleship

COST: 2,050,157 CP
Manufacturer: Gosges-Siore 2703307th Meltrandi Fully-Automated Armory Planet



HEIGHT: 533m
WIDTH: 690m
LENGTH: 2426m
WEIGHT: 132,000,000 tons
CREW: 4,000 personnel and soldiers

Hull Class: MegaHeavy+
KILLS: 3490
ARMOR: SP 110
SPACES: 151

MA: 28 (Mach 2)
Crew Grade: A (16+1d10)

System	Kills	Range
LH Communications	200	18,000 km
AH Sensors	300	3,000 km

Weapon	Arc	DMG	Range	WA	Kills	Payload
Heavy Particle Cannon	FF	5000K	6,437,376	+3	2000	U
Wide Beam (33 hex), Ultra-Beam, Warm-up 3, Clip 5						
Superheavy Laser (3)	F	500K	6,437,376	+1	500	U
Warm Up 1						
Light Laser (20)	All	50K	123,597	+1	50	U
Missile Turret (40)	All	12K	127^2	+1	50	U
Long Range, Blast 2, Fires volleys of up to 10 per launcher						
Torpedo Tube (30)	F	50K	123,597	+1	50	U
Each torpedo takes 8K to destroy. Blast 5.						

Mecha/Shuttle Compliment

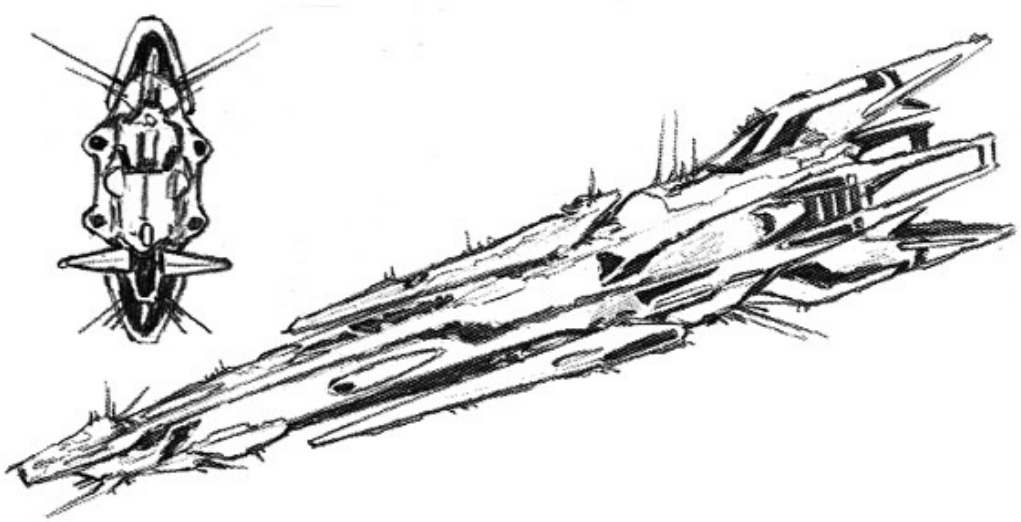
Queadlunn-Rau	2400
Quel-Quallie	4
Recovery Pods	5
Reentry Pods	8
Shuttlecraft	8
Hover Platforms	200

Optional Systems
Subspace Mass Sensors, Hyperspace Communications Array, Life Support (10,000 for 20 years)
Anti-Gravity System

Bays
Mecha: 22 bays (2640 capacity)
Crew: 1 bay (12,100 capacity)
Cargo: 10 bays (60,500 ton capacity)
Medical Bay: 1 bay (12,100 capacity)

Repair Bay: 2 bays (240 capacity)

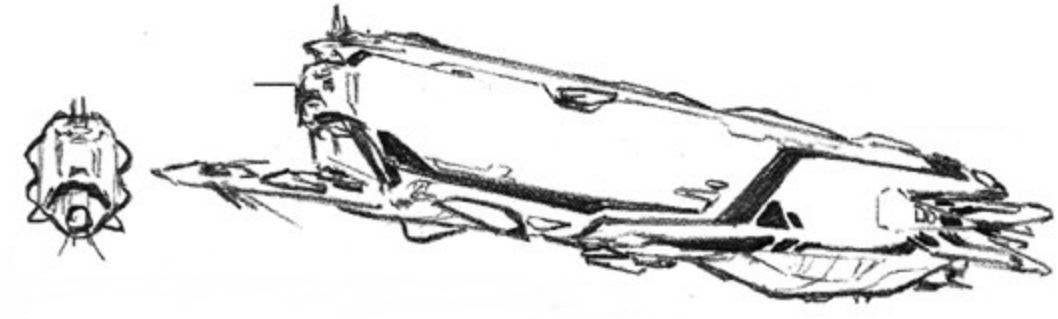
Multipliers
Space Fold (x1.0), Engines MA 24 (x0.8), Crew Grade A (x1.0)



Notes: The Meltrandi Standard Battleship, is the main frontline unit for the Laplamiz Space Fleet. Used in great numbers, this unit is equipped with moderate fighter cover, laser and missile batteries, and a heavy particle beam cannon.

Meltran Carrier

COST: 1,227,628 CP
Manufacturer: Esokolara 3577455th Meltrandi Fully-Automated Armory Planet



HEIGHT: 685m
WIDTH: 450m
LENGTH: 2885m
WEIGHT: 159,000,000 tons
CREW: 5,000 personnel and soldiers

Hull Class: MegaHeavy+
KILLS: 3760
ARMOR: SP 110
SPACES: 178

MA: 28 (Mach 2)
Crew Grade: A (16+1d10)

System	Kills	Range
LH Communications	200	18,000 km
AH Sensors	300	3,000 km

Weapon	Arc	DMG	Range	WA	Kills	Payload
Superheavy Laser (1)	F	500K	6,437,376	+1	500	U
Warm Up 1						
Light Laser (25)	All	50K	123,597	+1	50	U
Missile Turret (80)	All	12K	127^2	+1	50	U
Long Range, Blast 2, Fires volleys of up to 10 per launcher						
Torpedo Tube (40)	F	50K	123,597	+1	50	U
Each torpedo takes 8K to destroy. Blast 5.						

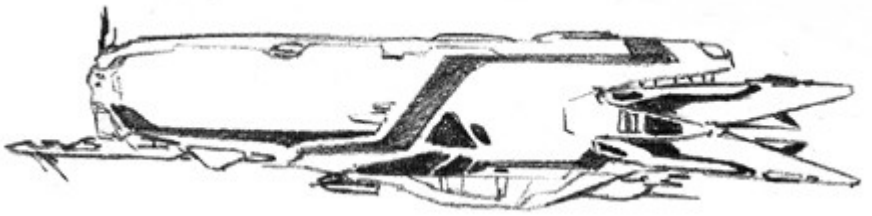
Mecha/Shuttle Compliment

Queadlunn-Rau	3000
Quel-Quallie	12
Recovery Pods	10
Reentry Pods	20
Shuttlecraft	12
Hover Platforms	400

Optional Systems
Subspace Mass Sensors, Hyperspace Communications Array, Life Support (5,000 for 20 years)
Hyperspace Engine, Anti-Gravity System, Radio/Radar Interference Network

Bays
Mecha: 29 bays (3480 capacity)
Crew: 1 bay (12,100 capacity)
Cargo: 10 bays (60,500 ton capacity)
Medical Bay: 1 bay (12,100 capacity)
Repair Bay: 2 bays (240 capacity)

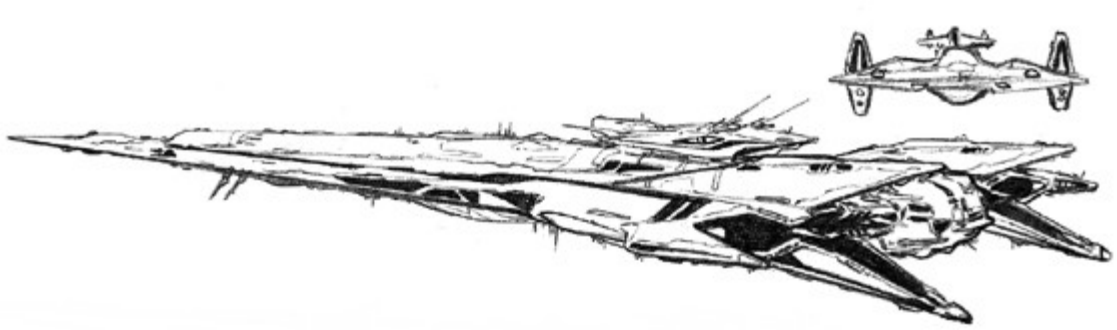
Multipliers
Space Fold (x1.0), Engines MA 24 (x0.8), Crew Grade A (x1.0)



Notes: As the second largest ship in the Meltran arsenal, and especially with its cadre of Queadlunn-Rau the Meltran Carrier is one of the deadliest ships that the Meltran Zentraedi have in the field. In combat it commonly holds back to permit mecha to launch in safety and out of the enemies incoming fire, and be retrieved in the same manner. However if the Meltran Carrier does come into the battle directly it is a sight to be feared as its guns open fire and hundreds upon hundreds of Meltran in the powerful Queadlunn-Rau power armor disgorge from its hanger bays.

Meltran Flagship

COST: 2,297,898 CP
Manufacturer: Shebaro-Gar 8744650^{th} Meltrandi Fully-Automated Armory Planet



HEIGHT: 700m
WIDTH: 750m
LENGTH: 3860m
WEIGHT: 182,000,000 tons
CREW: 4000 assigned crew/personnel, 4660 assigned combat soldiers usually with another 6000 or more withdrawn from stasis as needed. Stasis can hold 28,900 warriors. Total Personnel 37,560.

Hull Class: MegaHeavy+
KILLS: 3990
ARMOR: SP 110
SPACES: 201

MA: 28 (Mach 2)
Crew Grade: A (16+1d10)

System	**Kills**	**Range**
LH Communications	200	18,000 km
AH Sensors	300	3,000 km

Weapon	**Arc**	**DMG**	**Range**	**WA**	**Kills**	**Payload**
Superheavy Laser (4)	F	500K	6,437,376	+1	500	U
Warm Up 1						
Light Laser (90)	All	50K	123,597	+1	50	U
Missile Turret (200)	All	12K	127^2	+1	50	U
Long Range, Blast 2, Fires volleys of up to 10 per launcher						
Torpedo Tube (60)	F	50K	123,597	+1	50	U
Each torpedo takes 8K to destroy. Blast 5.						

Mecha/Shuttle Compliment

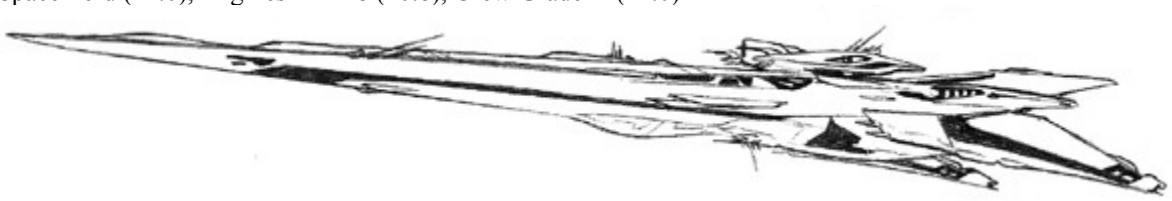
Queadlunn-Rau	4000
Quel-Quallie	12
Recovery Pods	10
Reentry Pods	20
Shuttlecraft	12
Hover Platforms	400

Optional Systems
Subspace Mass Sensors, Hyperspace Communications Array, Life Support (38,000 for 20 years) Hyperspace Engine, Anti-Gravity System, Mecha Override System, Radio/Radar Interference Network Bio-Scan Chamber

Bays
Mecha: 38 bays (4560 capacity)
Crew: 1 bay (12,100 capacity)

Cargo: 10 bays (60,500 ton capacity)
Medical Bay: 1 bay (12,100 capacity)
Repair Bay: 3 bays (360 capacity)

Multipliers
Space Fold (x1.0), Engines MA 28 (x0.8), Crew Grade A (x1.0)

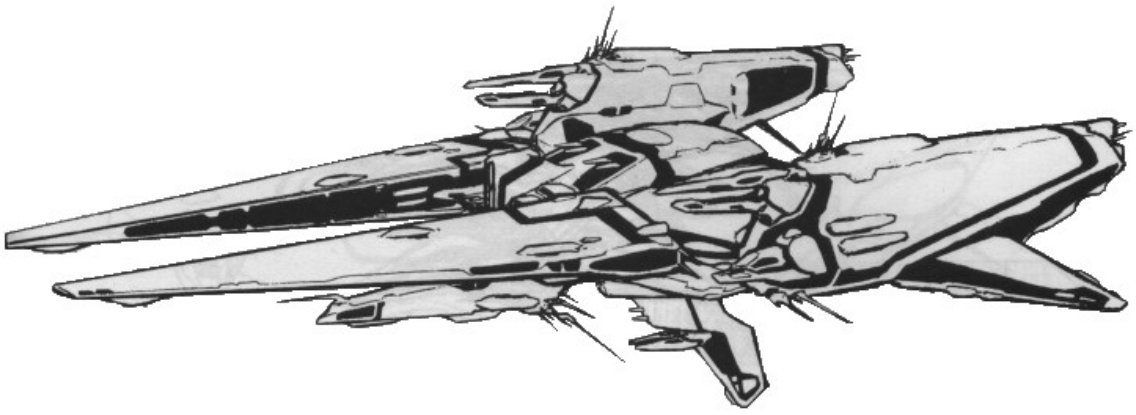


Detachable Command Section
Kills: 600
Armor: SP 110
Other: MA 28, LH Communications, AH Sensors, Anti-Gravity System, Subspace Mass Sensors, Hyperspace Communications Array, Life Support, 1 Mecha Bay (100 Queadlunn-Rau), 5 Light Lasers, 10 Missile Turrets, 5 Torpedo Tubes
Notes: Weapons and mecha bay are subtracted from the main ship's totals when separated.

Notes: The Detachable Command Section is where the central command and control facilities are located. This section can detach from the rest of the ship and function independently of it. The Command section can attain the same speed as the rest of the ship, and has a small defensive complement of lasers, and missiles. It also has a fighter complement of 100 Queadlunn-Rau. Typically, the command section will be left in the rear battle lines in order to allow the fleet commander the ability to coordinate the entire battle instead of worrying about her ship. The rest of the flagship can bring its awesome firepower and sensor ability to bear in the front lines, and relay all data back to the command section.

Meltran Gunship

COST: 2,167,197 CP
Manufacturer: Usakigar 8799677th Meltrandi Fully-Automated Armory Planet



HEIGHT: 377m
WIDTH: 410m
LENGTH: 1180m
WEIGHT: 59,000,000 tons
CREW: 2,000 personnel and soldiers (400 assigned crew/personnel, 100 assigned combat soldiers. Stasis can hold 250 warriors. Total Personnel 750.)

Hull Class: MegaHeavy+

KILLS: 2760
ARMOR: SP 110
SPACES: 78

MA: 28 (Mach 2)
Crew Grade: A (16+1d10)

System	Kills	Range
LH Communications	200	18,000 km
AH Sensors	300	3,000 km

Weapon	Arc	DMG	Range	WA	Kills	Payload
Heavy Particle Cannon	FF	5000K	6,437,376	+3	2000	U
Wide Beam (33 hex), Ultra-Beam, Warm-up 3, Clip 5						
Superheavy Laser (3)	F	500K	6,437,376	+1	500	U
Warm Up 1						
Light Laser (20)	All	50K	123,597	+1	50	U
Missile Turret (40)	All	12K	127^2	+1	50	U
Long Range, Blast 2, Fires volleys of up to 10 per launcher						
Torpedo Tube (20)	F	50K	123,597	+1	50	U
Each torpedo takes 8K to destroy. Blast 5.						

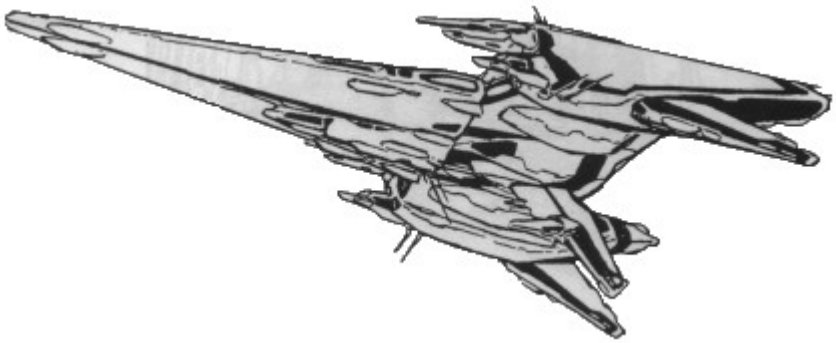
Mecha/Shuttle Compliment

Queadlunn-Rau	1100
Quel-Quallie	3
Recovery Pods	3
Reentry Pods	4
Shuttlecraft	8
Hover Platforms	100

Optional Systems
Subspace Mass Sensors, Hyperspace Communications Array, Life Support (10,000 for 20 years)
Hyperspace Engine, Anti-Gravity System

Bays
Mecha: 120 bays (1200 capacity)
Crew: 1 bay (12,100 capacity)
Cargo: 1 bay (6050 ton capacity)
Medical Bay: 1 bay (12,100 capacity)
Repair Bay: 1 bay (120 capacity)

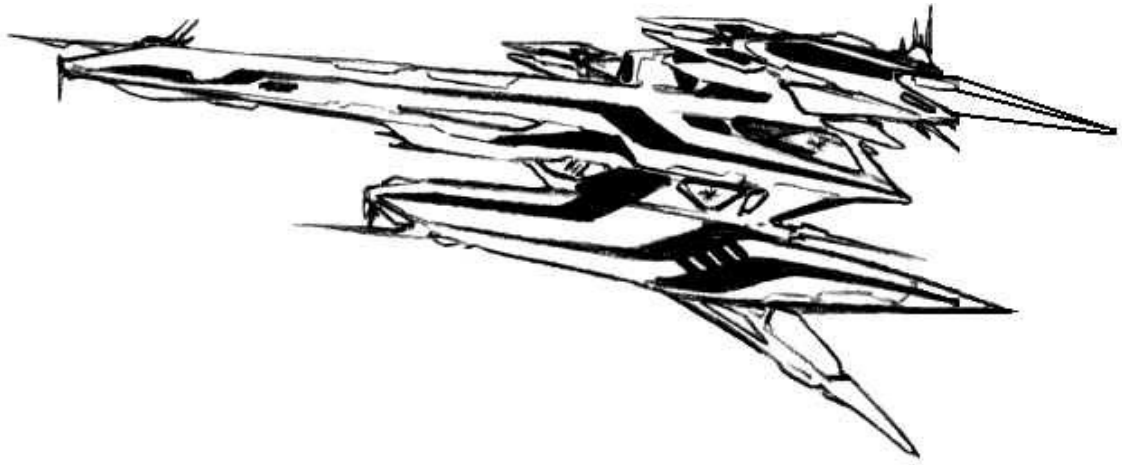
Multipliers
Space Fold (x1.0), Engines MA 24 (x0.8), Crew Grade A (x1.0)



Notes: The gunship provides the Meltran fleet with superior firepower, as it is the only Meltran ship equipped with a heavy particle beam cannon.

Meltran Heavy Frigate

COST: 1,271,190.2
Manufacturer: Optobectra 194743215th Meltrandi Fully Automated Armory Planet



HEIGHT: 853m
WIDTH: 700m
LENGTH: 2032m
WEIGHT: 77,000,000 tons
CREW: 3,400 personnel and soldiers

Hull Class: MegaHeavy+
KILLS: 2940
ARMOR: SP 110
SPACES: 76

MA: 40 (Mach 4)
Crew Grade: A (16+1d10)

System	Kills	Range
LH Communications	200	18,000 km
AH Sensors	300	3,000 km

Weapon	Arc	DMG	Range	WA	Kills	Payload
Superheavy Laser (2)	F	500K	6,437,376	+1	500	U
Warm Up 1						
Light Laser (12)	All	50K	123,597	+1	50	U
Missile Turret (90)	All	12K	127^2	+1	50	U
Long Range, Blast 2, Fires volleys of up to 10 per launcher						
Torpedo Tube (30)	F	50K	123,597	+1	50	U
Each torpedo takes 8K to destroy. Blast 5.						

Mecha/Shuttle Compliment

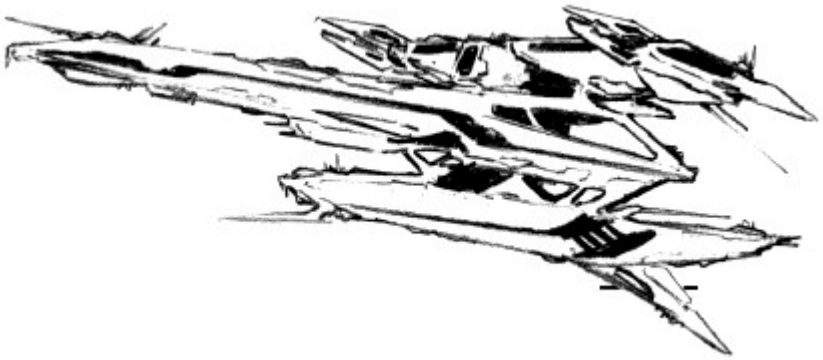
Queadlunn-Rau	2000
Quel-Quallie	5
Recovery Pods	10
Reentry Pods	5

Shuttlecraft	8
Hover Platforms	120

Optional Systems
Subspace Mass Sensors, Hyperspace Communications Array, Life Support (3,000 for 5 years)
Hyperspace Engine, Anti-Gravity System

Bays
Mecha: 18 bays (2160 capacity)
Crew: 1 bay (12,100 capacity)
Cargo: 10 bays (60,500 ton capacity)
Medical Bay: 1 bay (12,100 capacity)
Repair Bay: 3 bays (360 capacity)

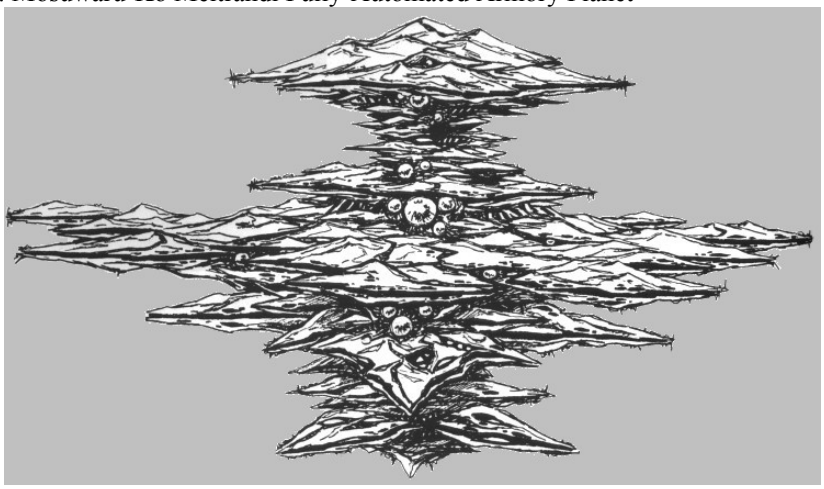
Multipliers
Space Fold (x1.0), Engines MA 40 (x1.7), Crew Grade A (x1.0)



Notes: The Meltrandi Heavy Frigate is a medium size warship and a mainstay of the Meltran Fleets commonly serving as a picket ship along side the much smaller scout ship. Despite it being smaller than many of the other Meltran ships it is still larger than any Earth constructed ship and slightly larger than the Zentran Thuverl Salan Destroyer allowing it to more than capably handle itself in any battle. The Heavy Frigate like all Meltran vessels, has plenty of ship borne weapons, and has hundreds of Queadlunn-Rau in addition making it more than a match for any comparably sized vessel.

Meltran Command Base

COST: 106,233,576 CP
Manufacturer: Mosuwaru-Ko Meltrandi Fully-Automated Armory Planet



HEIGHT: 270 km

WIDTH: 270 km ?
LENGTH: 500 km
WEIGHT: 70,600,000,000 tons
CREW: 100,000 crew and has 100,000,000 Meltran in stasis

Hull Class: MegaHeavy Excessive Scale
KILLS: 708,910
ARMOR: SP 110
SPACES: 70,621

MA: 0.5 (10 kmph)
Turn: +11
Crew Grade: A (16+1d10)

System	Kills	Range
LH Comm. (Excessive)	2000	180,000 km
AH Sensors	300	30,000 km

Weapon	Arc	DMG	Range	WA	Kills	Payload
Planetary Assault Beam (1)	FF	500,000K	6,437,376	+3	5000	U
Wide Beam (330 hex), Ultra-Beam, Clip 2, Warm-up (12 days)						
Superheavy Laser (500)	All	500K	6,437,376	+1	500	U
Warmup 1						
Light Laser (4,400)	All	50K	250,000	+1	50	U
Missile Launcher (3,000)	All	12K	127^2	+2	50	U
Long Range						

Mecha/Shuttle Compliment

Queadlunn-Rau	5,000
Queadlunn-Nona	10,000
Quel-Quallie	100
Recovery Pods	100
Reentry Pods	500
Shuttlecraft	500

Optional Systems
Subspace Mass Sensors, Hyperspace Communications Array, Life Support (100,000 for indefinitely)
Space Fold Engine, Anti-Gravity System, Mecha Override Control, Techno-Organic Advisors (4)
Techno-Organic Command Control, Bio-Scan Chamber, Advanced Scientific Facilities

Bays
Mecha: 2 bays (24,200 capacity)
Crew: 8,300 bays (100,430,000 capacity)
Cargo: 1000 bays (6,050,000 ton capacity)
Medical Bay: 2 bays (24,200 capacity)
Repair Bay: 100 bays (1200 capacity)

Multipliers: MA 0.5 (x-0.2), Space Fold (x1.0), Crew Grade A (x1.0)

Notes: This is the Meltran counterpart to the Zentran mobile command base.

Meltran Scout

COST: 345,144.8 CP
Manufacturer: Quitolera 194743745th Meltrandi Fully-Automated Armory Planet

HEIGHT: 170m
WIDTH: 91m
LENGTH: 270m
WEIGHT: 26,000,000 tons
CREW: 310 personnel and soldiers (200 assigned crew/personnel, 50 assigned combat soldiers. Stasis can hold 50 warriors. Total Personnel 300.)

Hull Class: MegaHeavy+
KILLS: 2430
ARMOR: SP 60
SPACES: 55

MA: 40 (Mach 4)
Crew Grade: A (16+1d10)

System	Kills	Range
LH Communications	200	18,000 km
AH Sensors	300	3,000 km

Weapon	Arc	DMG	Range	WA	Kills	Payload
Superheavy Laser (1)	F	500K	6,437,376	+1	500	U
Warm Up 1						
Light Laser (3)	All	50K	123,597	+1	50	U
Missile Turret (8)	All	12K	127^2	+1	50	U
Long Range, Blast 2, Fires volleys of up to 10 per launcher						
Torpedo Tube (10)	F	50K	123,597	+1	50	U
Each torpedo takes 8K to destroy. Blast 5.						

Mecha/Shuttle Compliment

Queadlunn-Rau	250
Quel-Quallie	2
Recovery Pods	0
Reentry Pods	1
Shuttlecraft	2
Hover Platforms	10

Optional Systems
Subspace Mass Sensors, Hyperspace Communications Array, Life Support (3,000 for 20 years)
Space Fold Engine, Anti-Gravity System

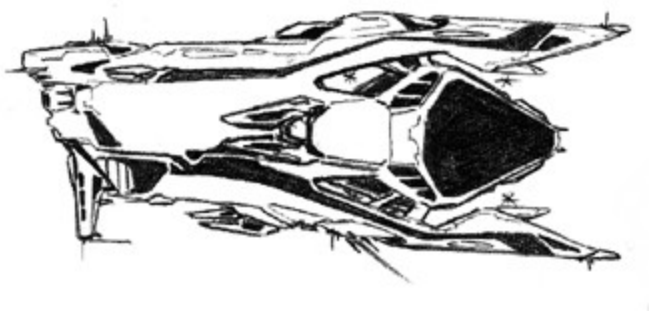
Bays
Mecha: 3 bays (360 capacity)
Crew: 1 bay (12,100 capacity)
Cargo: none
Medical Bay: none
Repair Bay: none

Multipliers
Engines MA 40 (x1.7), Space Fold (x1.0), Crew Grade A (x1.0)

Notes: The Meltrandi Scout Ship, sometimes referred to as a pocket battleship is used to scout out potential enemy's and report back to the main fleet. This particular model of Meltran ship is the smallest ship in the Meltran Fleets arsenal, and as a result it is lightly armed. When the scout ship expects an armed conflict to arise, they are often deployed in teams, or with a Gunship to act as escort. These ships can also function close in defense units in a fleet formation, protecting the larger ships from concentrated missile fire from opposing fleets. Their small size means that many of them can be positioned around a larger warship, such as a flagship.

Meltran Troopship

COST: 907,801 CP
Manufacturer: ?? Meltrandi Fully-Automated Armory Planet



HEIGHT: 750m
WIDTH: 750m
LENGTH: 1750m
WEIGHT: 100,000,000 tons
CREW: 3,500 personnel and soldiers

Hull Class: MegaHeavy+
KILLS: 3170
ARMOR: SP 110
SPACES: 119

MA: 28 (Mach 2)
Crew Grade: A (16+1d10)

System	Kills	Range
LH Communications	200	18,000 km
AH Sensors	300	3,000 km

Weapon	Arc	DMG	Range	WA	Kills	Payload
Superheavy Laser (1)	F	500K	6,437,376	+1	500	U
Warm Up 1						
Light Laser (15)	All	50K	123,597	+1	50	U
Missile Turret (50)	All	12K	127^2	+1	50	U
Long Range, Blast 2, Fires volleys of up to 10 per launcher						
Torpedo Tube (40)	F	50K	123,597	+1	50	U
Each torpedo takes 8K to destroy. Blast 5.						

Mecha/Shuttle Compliment

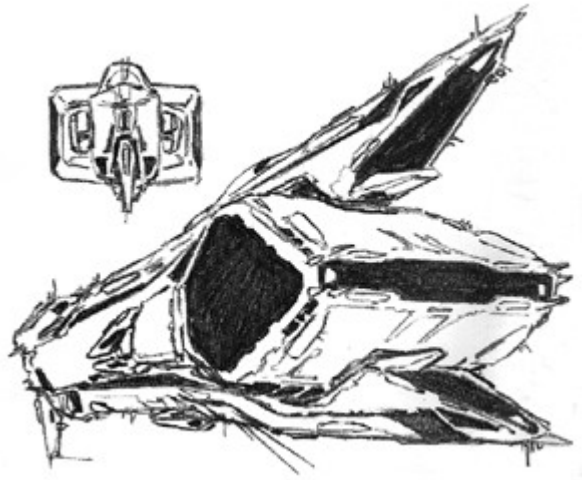
Queadlunn-Rau	2200

Quel-Quallie	8
Recovery Pods	6
Reentry Pods	12
Shuttlecraft	8
Hover Platforms	200

Optional Systems
Subspace Mass Sensors, Hyperspace Communications Array, Life Support (5,000 for 20 years)
Hyperspace Engine, Anti-Gravity System

Bays
Mecha: 21 bays (2520 capacity)
Crew: 1 bay (12,100 capacity)
Cargo: 10 bays (60,500 ton capacity)
Medical Bay: 1 bay (12,100 capacity)
Repair Bay: 2 bays (240 capacity)

Multipliers
Space Fold (x1.0), Engines MA 24 (x0.8), Crew Grade A (x1.0)



Notes: As the second largest ship in the Meltran arsenal, and especially with its cadre of Queadlunn-Rau, the Meltran troop ship is one of the deadliest ships that the Meltran Zentraedi have in the field. In combat it commonly holds back to permit mecha to launch in safety and out of the enemies incoming fire, and be retrieved in the same manner. However if the Meltran troop ship does come into the battle directly it is a sight to be feared as its guns open fire and hundreds upon hundreds of Meltran in the powerful Queadlunn-Rau power armor disgorge from its hanger bays.

Chapter 4 – Evil Series

As the proxy warfare escalated between factions of the Stellar Republic, the Protoculture began development of the Advanced Zentraedi All-Environment Biological Weapon Project, also known as the Evil series (pronounced “Eh-vil”). The purpose of this project was to develop a race of super-Zentraedi who were so powerful that they did not need ships, weapons or mecha to enforce the will of the Stellar Republic. Work on the Evil Project headquartered in an advanced scientific colony on an ice world in a remote Protoculture-controlled star system (later to be discovered by the Megaroad-13 and named Varauta 3198xe).

Initial prototypes of Evil-Series did not meet with much success due to difficulties of storing and controlling the power specified by the Evil Project, leading to many prototypes burning themselves out or self-destructing. The project was eventually cancelled due to these irresolvable problems. However, a few years later Protoculture scientists discovered a sub-universe existing in parallel with our own that contained incredibly high levels of extra-dimensional energy which could potentially be harnessed as a power source in this universe. Research into collecting the energy of the sub-universe led to the development of extremely compact organic-based super-dimensional generators that could supply enormous amounts of energy. At the same time, increasing internal conflicts within the Stellar Republic led to the re-activation of the Evil Project, and Protoculture scientists determined that they could use these new super-dimensional generator organs to overcome the power problems of the previous Evil prototypes. Initial simulations showed no problems in the new series of Evil Zentraedi, and growth of initial prototypes was begun.

However, during the final tests of the Evil prototypes on the ice world, something went terribly wrong. The super-dimensional organs overloaded and allowed a previously-unknown life force from the sub-universe to cross over into our dimension and possess the bodies of the Evil Zentraedi to combine with their consciousness, forming a completely new life form. These beings were dubbed as the Protodeviln (first devils) and immediately destroyed all Protoculture and Zentraedi in the star system. The beings that had invaded the Evil Zentraedi required a type of spiritual energy (spiritia) to exist for long periods of time in this dimension, and once the spiritia from their host bodies began to run out, they learned how to drain the energy from other life forms in order to maintain themselves. They also discovered how to brainwash Protocultures and Zentraedi through spiritia draining, and immediately invaded and enslaved the populations of several surrounding star systems in order to form their own empire (which later became known as the Inspection Army).

The Stellar Republic learned about the Protodeviln three months after their creation and immediately called for a ceasefire in their internal conflicts in order to concentrate their forces in repelling this new menace. However, by that time it was already too late. The Protodeviln controlled over 30% of the Stellar Republic, and the Inspection Army had become a military force almost as powerful as the Republic's Zentraedi forces. Furthermore, the Zentraedi were at an extreme disadvantage when fighting Inspection Army forces, due to their programming "do not interfere with the Protoculture". The war with the Stellar Republic and the Inspection Army lasted for a whole 9 months, and in that time over 85% of the Protocultures in the galaxy were killed. Finally, a group of Protocultures known as Anima Spiritia learned how to use spiritia energy to combat the Protodeviln, and with the remaining forces of the Stellar Republic they began beating back the Inspection Army. Eventually the Anima Spiritia defeated the Protodeviln and sealed them away in remote prisons around the galaxy, hopefully for all eternity. Eight Protodeviln, including their supreme leader, known as Gepernich, were sealed in caves on the icy world where they were first created.

Many centuries later (roughly 500,000 years), in the year 2025 AD, the Megaroad-13 colony mission discovered a habitable world in star system 3198XE and decided to settle on the 3rd planet of the system after naming the system Varauta. The Macross 5 colony fleet arrived 18 years later, and sent a team to investigate the caves on

the icy 4th planet where they detected some ancient ruins with some sort of energy field inside. The research team, led by Ivano Günter, deactivated one of the fields to discover the "undisturbed legacy of Protoculture" inside. This caused Gepernich to awaken enough to possess him, and also allowed Gigile to possess Autolmeur, the commander of the Blue Rhinoceros infantry unit. This lead to the creation of the Varauta Empire (see below).

This time around, Gepernich learned from his previous mistakes of draining spiritia in excess. Gepernich has a "spiritia dream" where he wishes to capture the humans to create a spiritia farm of beings capable of restoring their Spiritia after being drained, thus providing Gepernich and his minions a limitless source of Spiritia. During his quest, Gepernich came into contact with the Macross 7 fleet, and the conflict that followed became the Macross 7/Varauta War of 2045-2046. Although Gepernich and his minions were defeated eventually by Nekkei Basara (or rather enlightened), it is unknown how many other Protodeviln or even the Evil Zentraedi prototypes remain imprisoned around the galaxy, waiting to be accidentally awakened by other UN Spacy colony missions. At the end of the war, the only known Protodeviln remaining are: Sivil, Gavil, Glavil and Gepernich; all of whom leave for another galaxy.

Despite how powerful the Evil series are, and even after the prototypes are possessed by the energy beings, it is important to remember that they are, in fact living, biological entities. As such, they still have many "human" characteristics. The Protodeviln do have emotions, although like the Zentraedi, they don't understand many of the "positive" emotions such a love, hope or joy. They also do have need for rest even though they are capable of functioning for possibly months at a time without a break. Further, after Sivil wakes up from her nap onboard City 7 (Macross 7, episode 19), she stretches and yawns much like a human would. These traits may have been purposely ingrained into them during development to help make them a little less inhuman.

Due to the existence of the Migg Pitt mecha, which was designed explicitly for the purpose of hunting and destroying the Evil Series, it suggests that the Evil Series Zentraedi had been deployed for some time before they became the Protodeviln.

The Evil Series were created in three different "classes".

Minor Protodeviln – range from 1.5 to 3.3 meters in height (5 to 10 feet) and are designed more towards infiltration and reconnaissance than raw combat, though they are still immensely powerful beings and should be treated with extreme caution.

Major Protodeviln – range from 94 to 188 meters in height (300 to 600 feet) and are designed for heavy combat against fleets of warships. Interestingly enough, some of these Protodeviln are not highly intelligent and tend not to act without orders from Gepernich (ironically, this is most likely a safety feature programmed to keep them from turning on their creators).

Master Protodeviln – these are "super weapons" that can be kilometers long in size. These creatures are frightfully powerful and are said to be able to destroy star systems (when Gepernich's awakening was disrupted by the Sound Buster and went out of control, he stated that he would uncontrollably drain all spiritia from the galaxy). Furthermore, they are immensely intelligent, which makes them even more dangerous opponents. Fortunately, records seem to indicate that Gepernich was the only master Protodeviln ever created (although one can never be sure).

Stats and Powers

All Protodeviln have some similar basic powers. Using Mekton Zeta Plus, the basic framework of the Evil Series is as follows: Stats represent the original Evil Series as they were designed. Weight and spaces may not be perfect, and the CP cost is rounded off – these are not going to follow the rules exactly, and aren't going to be re-created again since the super-technology used to create them is LOST FOREVER (the CP listing is just there to estimate how long it took to design them). While it is entirely possible to find samples of the Evil Series in stasis, they would be already engineered and likely to be fully grown (and non-Protodeviln possessed).

The descriptions below do include CP costs for those GM wishing to make up new Protodeviln for their campaign. All CP costs are at Mekton scale (minor Protodeviln), so remember to scale up the costs where necessary.

General Protodeviln Abilities and Traits

1) Minor Evil Series are designed as corvette scale mecha, even though they are technically human scale for size and weight. Major Evil Series are designed as starship scale mecha. Master Evil Series are designed as excessive scale mecha.
2) All Evil Series are considered to have gamma class armor that is ½ energy absorbing with no loss of SP. Furthermore, they all have "scaled" armor. Don't you love extremely advanced technology?
3) As biological "mecha", they are techno-organic regenerating with internal automation and thought control (multiplier x3.5). This makes them living, self-aware artificial intelligences. With their regeneration, the Evil Series can restore 1K of damage per hour or 10% of their equivalent CP per day (for non-structure "systems"). Protodeviln can spend spiritia to accelerate their healing (see below).
4) Evil Series have highly advanced senses: infrared, ultraviolet, thermal vision, enhanced sight range and enhanced hearing. This is covered in Mekton as: advanced sensors, resolution intensifiers (10 levels, x1024 magnification), target analyzer and marine suite (total cost 22 CP).
5) Evil Series are sustained by bio-energy (or spiritia after possession), and do not require sleep, food/drink or need to breath. They are also immune to vacuum, radiation, most hostile environments and high/low pressure. This counts for arctic, desert, underwater, high pressure, space and re-entry environmental sealing (multiplier x0.35).
6) The Evil Series uses advanced bio-energy storage organs that function as an advanced power pool. After they were possessed by the sub-dimensional energy beings, theses organs altered themselves to store spiritia. In Mekton, this is represented by a power pool (100 CP at Mekton scale) and a supercharged cold bio-energy powerplant (x0.45). The supercharged status does not grant the usual mecha bonuses; it merely indicates the sheer power produced and required for the Evil Series. Evil Series must expend their BOD x10 bio-energy or spiritia points per 24 hours to function.
7) After being possessed by the sub-dimensional energy beings, the Evil Series (now Protodeviln) became immune to **ALL** forms of conventional weapons; including heavy particle beam cannons and other reaction weaponry. This immunity extends

to their spiritia auras. They can harm each other with spiritia powers and natural weapons. If a Protodeviln is attacked with a conventional attack while their aura is not active, they can still be knocked back/down and stunned for 1d6 rounds if the attack inflicts more damage than their BOD stat or a critical hit is scored. This has no CP or multiplier value because it was not something that can be designed and developed – it is a side effect of the energy beings from the subdimension.

8) The Evil Series can generate a powerful force field that can extend out around them to even shield others. This aura is considered to be a "surge" reactive shield with +0 DA and no reset time. The Evil Series can generate life support within the aura for those who need it. This aura is powerful enough to block even a heavy particle beam cannon although it will take the Evil Series 2d6 rounds to recover from the blast. More information is found under the different Evil Series' classifications below. This aura is based on the same principles of the omni-directional barrier found on Protoculture ships
9) All Evil Series are capable of self-propelled flight up to MA 200 for 1 bio-energy or spiritia per hour or super-luminal flight (1 light year per hour) for 20 bio-energy or spiritia per hour. When combined with their aura (see #7 above), they can take passengers along with them. (100 CP for the flight, multiplier x1.0 for FTL capabilities)
10) Spiritia Vision. Protodeviln can "see" spiritia sources up to 2500m away, even through 10m of armor. Extremely strong sources of spiritia, such as Anima Spiritia, may be detected at even longer distances – Glavil sensed Basara from way outside the Varauta system. This is part of the sub-dimensional energy being's natural capabilities and has no CP.
11) Spiritia Absorption. Protodeviln can also drain spiritia from their surroundings, out to 33m radius. This absorbs 5 spiritia per round from all life in the area: plants, animals and people. If they are in the presence of an Anima Spiritia (who isn't trying to combat them), they can absorb extra spiritia without adverse effect on anyone else in the area. After the end of the Varauta/UN Spacy war, the remaining Protodeviln learn how to generate their own spiritia and can power themselves indefinitely without needing to drain others.
12) Major Evil Series are considered to have "heavy" hydraulics except Glavil; he and Master Evil Series are considered to have "superheavy" hydraulics.

<u>Minor Protodeviln Abilities</u>

All Minor Protodeviln have abilities 1 through 3 automatically. The rest can vary from individual model to individual model.

1) Minor Protodeviln become desiccated when they lose spiritia, losing 1 from ATTR, AGIL, STR, MA and BOD for every 10% increment they go under 50% of their maximum spiritia. Replenishing their spiritia will restore their stats at the appropriate rates. Evil Series suffer no such effect for lower bio-energy levels.
2) Bio-energy/spiritia pool ranged from a maximum of 1000 to 2000.
3) Spiritia Drain. As stated previously, Protodeviln must steal spiritia to live. They can drain spiritia in two manners. First is a smaller beam from their mouth or other location of their body. This is slower and easier to conceal, with a range of 10m and can steal 5 spiritia per round (10d6 per round from Protodeviln). The

second is a full body beam for use when stealth is not an issue, or for attacking other Protodeviln. The larger beam has a range of 20m and can take up to 20 spiritia per round (100d6 per round from Protodeviln). This also causes COOL "damage" (see Spiritia rules in the base book). Sivil also showed the ability to drain via kissing.

4) Light Particle Beam. Evil Series can generate energy blasts of varying offensive capability by expending bio-energy or spiritia. First is a light blast for 5K, Range 24 and costs 1 energy. Second is a rapid fire shot for 5K, Range 24, BV6 and costs 10 energy. The last is a heavy blast for 15K, Range 64 and costs 20 energy. (76 CP)
5) Defense Aura: Their aura functions as a reactive force field with SP150 with DC0, and inflicts 150K if used to ram. The Protodeviln can roll a Spiritia Power skill check to activate their aura in time to block an attack if it is not already active. This aura takes 10 spiritia to activate, and then 5 per round to maintain. The aura is large enough to protect the Protodeviln and up to 4 micronians (33m radius). This barrier is immune to ALL non-spiritia attacks, including autocannon shells, lasers, particle beams, plasma and missiles (pre-possession is vulnerable to all normal attacks). The aura can even shrug off a heavy particle beam at the cost of 30 spiritia to reinforce the barrier. (340 CP)
6) Paralyzing Gaze. Sivil type Evil Series can make eye contact with a victim to render them immobilized and easier to drain of their spiritia. This costs 5 spiritia to use, but is worth the cost if they can potentially drain 20 from the person. The person must make a COOL check (difficulty 15) or be dazed for 2d6 rounds unless startled by physical disturbance or loud noise. It is unknown if this was part of her original design or a side effect or an ability of the sub-dimensional energy being. Assuming it was part of her original capabilities, it would be worth 50 CP.
7) Possession. Minor Protodeviln are assumed to have Rank 7 Possession spiritia ability. This allows them to possess the body of another person (human or Zentraedi). While in possession of the body they have full access to the person's memories, and all their skills and abilities at listed level. In addition, they can drain spiritia while in possession of another body. Once possessed, they can stay in control of a person continuously without effort. The only way to drive one out is with spiritia powers. This costs the Protodeviln 20 spiritia, and can be resisted with a contested COOL vs. RES check. While in another person, the Protodeviln only needs to expend spiritia equal to the BOD stat of the host every 24 hours. This was not part of the Evil Series' abilities.
8) Zentraedi Emotion Control. All Zentraedi Series within 33m (100') of the Evil Series must make a COOL check or go on a rampage for 1d6 hours. This rampage is not a mindless berserk state, but simply makes the Zentraedi's natural aggressive tendencies to the point they must vent them in some manner. This costs the Protodeviln 1 spiritia per round of the "aura", and is often triggered unconsciously when Zentraedi are near. This was part of the Evil Series' abilities for disrupting opposing Zentraedi forces. (50 CP)
9) Energy Blade. This power was displayed by Sivil when she was first awakened and attacked Diamond Force. She was able to focus her energy into a semi-

physical blade in each hand, with which she used to shatter the canopy of Gamlin's VF-17. These blades add 5K to her hand-to-hand damage, and costs 1 spiritia per round. (5 CP)

Major Protodeviln Abilities

All Major Protodeviln have items 1 through 4 automatically. The rest can vary from individual model to individual model.

1) Major Protodeviln adjust their size according to their spiritia supply, losing 10% of their size for every 10% increment they are reduced below 50% of their spiritia maximum. For every 10% they lose, reduce their STR and AGIL by 3, their BOD and MA by 10, all "servos" reduce by 1 class to a minimum of HS class. Replenishing their spiritia will restore their stats at the appropriate rates. Pre-possessed Evil Series do not suffer this effect.
2) Spiritia pool ranges from a maximum of 3000 to 8000.
3) Instant Regeneration. By spending 1000 spiritia, the Protodeviln can instantly regenerate all injuries, even regenerating lost limbs and organs. This cannot restore the effect from #1 above.
4) Spiritia Drain. Major Protodeviln can drain spiritia at the rate of 150 spiritia per round by touch, and thus do not have to strike the target's brain. They can otherwise drain as per Minor Protodeviln (see above).
5) Space Fold. The Evil Series has dimensional teleportation ability and can teleport up to 30 hexes (1500m) in combat as a free action at no cost. By spending 800 spiritia, the Protodeviln can teleport to anywhere in the universe in 2d10 rounds if they know the location. (multiplier x1.0)
6) Transport Fold. The Evil Series can use its dimensional teleportation ability on others even against their will (the Evil Series must have power #5 to use this one). By spending 3000 spiritia, the Evil Series can teleport any object smaller than itself to anywhere in the universe it desires. If two Evil Series with this power both spend 3000 spiritia and combined their effort, they can teleport objects of up to 6667m in diameter or up to 200 million tons. Use of the second ability will automatically teleport the two Evil Series with it. This was used for surgical strikes and for capturing command ships. (multiplier x0.5)
7) Fold Inhibition Field. By spending 200 spiritia, and then 50 per round to maintain, the Evil Series can create a 20 km diameter area where all "natural" and mechanical space fold cannot function, although conventional and anti-gravity engines will still work. (multiplier x1.0)
8) Energy Beams. Each blast inflicts 15K with a range of 64 and costs 50 spiritia or a heavier blast for 30K with a range of 120 and the Mega-Beam and Wide Angle traits, costing 200 spiritia. Some variations use gravimetric energy instead of particle beams. (150 CP)
9) Heavy Particle Beam. This blasts is the same as the heavy particle cannons on most Zentraedi capital ships and costs 1000 bio-energy or spiritia per shot. Some variations use gravimetric energy instead of particle beams. (2500 CP, scaled down to Mekton scale to make math easier)

10) Point Defense Energy Beam. This is a light particle beam that inflicts 3K with a range of 12. Each blast costs 1 spiritia. Some variations use gravimetric energy instead of particle beams. (8 CP)
11) Defense Aura: Their aura functions as a reactive force field with SP 800 with DC 800, and inflicts 800K if used to ram. The Evil Series can roll a spiritia power skill check to activate their aura in time to block an attack if it is not already active. This aura takes 200 bio-energy or spiritia to activate, and then 10 per round to maintain. The aura is large enough to protect the Protodeviln and several dozen micronians (466m radius). This barrier is immune to ALL non-spiritia attacks, including autocannon shells, lasers, particle beams, plasma and missiles. By spending an additional 5 bio-energy or spiritia per round, this can cause a ripple shock out an additional 200m that inflicts 3K per round. (180 CP)
12) Gravimetric Aura. The Protodeviln can generate an aura of extreme gravity that damages everything around it. This has 3 "settings" of power. *Light*: This aura extends out to 300-1000m and inflicts 20K per round. Cost: 500 spiritia, plus 50 per round. *Heavy*: This aura extends inflicts 50K per round to anything within 1000m, and then also 15K per round out to 1000-1333m. Cost: 900 spiritia, plus 90 per round. *Overcharge*: This aura can only be avoided by folding out of range or using a spiritia aura. Anything within 6667m suffers 300K per round for 5 rounds. During this time, everyone must move out to a distance of 1000 km before the aura expands out to that limit and inflicts 5000K to everything in range. If this is executed on a planet, the planet will fall apart from the loss of integrity. Using this will consume all of the Evil Series' energy as well as destroying them in the nihilistic aura. This "setting" was apparently not part of the Evil Series' original abilities, but was generated out of Gigile's desire to protect Sivil; she was the only thing not harmed by his aura. (750 CP)
13) Generate Minions. The Protodeviln can create up to 100 minions to absorb spiritia for him. All of them are about 6' in length and can absorb/store up to 100 points of spiritia. Each minion has 5K with 3K SP 3 armor, which is not energy absorbent and can be harmed by typical weaponry. If destroyed, a minion will become 10 smaller minions with 30 Hits and SP 15 armor and no telekinesis. Minions have the psionic ability of Telekinesis 10 without the need for Psi points. The Protodeviln will typically send out his minions to absorb Spiritia from the very fleet he is using his fold inhibitor ability on so that he doesn't use up all of his spiritia too quickly; since they are part of his body he can draw the spiritia from them up to 100 km away. Again, it is unclear if this was one of Valgo's original abilities or something gained from the sub-dimensional energy being. (300 CP, considered remotes)
14) Possession. Major (and Master) Protodeviln are assumed to have Rank 10 Possession spiritia ability. This allows them to possess the body of another person (human or Zentraedi). While in possession of the body they have full access to the person's memories, and all their skills and abilities at listed level. In addition, they can drain spiritia while in possession of another body. Once possessed, they can stay in control of a person continuously without effort. The only way to drive her out is with spiritia powers. This costs the Protodeviln 100 spiritia, and cannot be

resisted. While in another person, the Protodeviln only needs to expend spiritia equal to the BOD stat of the host every 24 hours to maintain the control.

15) Teleport Other. Master Protodeviln can teleport people or objects within range to other locations. The target must be within 100 meters of the Protodeviln and costs 1 spiritia per kg of mass to teleport up to 1 km distance (kg x km). This is a lesser version of #6 above.

Weaknesses

What? Yes the Protodeviln have weaknesses that a crafty opponent can exploit. Before they were possessed, the Evil series could be harmed by conventional weapons, although it took serious firepower to do the job.

1) Starvation. Protodeviln require spiritia to survive, and can become panicked if they believe they will be cut off from a source of spiritia.
2) Protodeviln. Protodeviln may be immune to even a star's corona, but the attacks of other Protodeviln will ignore their immunity and inflict normal damage.
3) Spiritia. Attacks that drain or disrupt spiritia are the most effective way to directly deal with a Protodeviln. Anima Spiritia generate a spiritia that is too pure for Protodeviln to absorb.
4) Psychological. Protodeviln may be one of the most alien beings in Macross, yet they have *very* human personality traits such as love, lust, envy, hate or insecurity. An observant opponent could play off these flaws. For instance, Valgo was very arrogant and elitist, Gravil was dumb as a sack of hammers and Gavil preferred to rely on his technology rather than his natural powers.

Evil Series (pre-possessed)

AFOS

The Protoculture “artifact” left on the ocean floor near the Mayan Islands is quite possibly one of the Evil series before the possession by the Protodeviln. As such, it possesses incredible power but is still vulnerable to conventional weaponry.

Approximately 10,000 years ago, the Protoculture “rediscovered” earth and visited the nascent people on the island of Mayan. There, they modified the DNA of some of the people so that they could use the Protoculture artifacts left behind as proof of Protoculture’s visit, through ritual chant/song. The blood of the “bird-man” was a perfect match for the modified genetics of the Nome family. The natives of Mayan called the AFOS “bird-man” and passed down their legends of the bird man awakening and singing the song of destruction to kill all life on earth, as forewarned by the Protoculture that left it.

The artifact, codenamed AFOS by the UN in 2008, was left on earth long ago with a single purpose - it was to awaken when humanity was capable of space travel to judge if they were worthy to continue; if humanity was at war with themselves, the AFOS was to wipe them out to prevent their war from being carried to the stars. If they were at peace, it would guide them to the cosmos.

The AFOS had the ability to fire a barrage of smaller energy blasts and tracking blasts as well as a heavy particle beam cannon not unlike that of the Zentraedi capital ships. It could also track/target the “kadun” of anyone full of anger or fear; possibly a variation of a spiritia sensor designed specifically to look for these qualities. AFOS is considered a Major Evil Series for classification of powers and size. The AFOS was created by the Protoculture to resemble a Vajra queen.

After being activated by Sara Nome, the AFOS judged humanity to be unworthy and dangerous, and began the “song of destruction” to annihilate them. Shin Kudo was able to reach out to Sara and stop the AFOS. Sara then caused the AFOS to generate a barrier to absorb the radioactive fallout of four reaction warheads to prevent it from further destroying Mayan. This left the AFOS with critical damage, and it then left earth via space fold, never to be seen from again.

CP: 2,198,400
Stats:
INT 5, COOL 8, PRE 4, EMP 2, AGIL 6, TECH 3, STR 25, BOD 30, ATTR 2, MA 8, SPIR 1
Skills: Intelligence Gathering 8, Mathematics 7, Navigation 9, Astro-Navigation 9, Ranged Powers 9

Kills
Torso – STR 600K, Gamma armor, ½ energy absorbing, 300K SP 300, DC 800
Head – STR 300K, Gamma armor, ½ energy absorbing, 300K SP 300, DC 800
Arms – STR 400K, Gamma armor, ½ energy absorbing, 300K SP 300, DC 800
Legs – STR 400K, Gamma armor, ½ energy absorbing, 300K SP 300 , DC 800
Wings – STR 400K, Gamma armor, ½ energy absorbing, 300K SP 300 , DC 800

Abilities
All standard Protodeviln powers plus:
Particle Beam Attack (heavy)
Particle Beam Attack (light)
Particle Beam Attack (light, tracking +3 WA, Seek 2, Wide Angle, Skill 18+)
Spiritia Sensor (attuned to anger and fear, +3 to hit)
Bio-Energy Pool – 4500

Minor Protodeviln

Sivil

The Sivil series Evil Zentraedi was designed by the Protocultures to be a highly mobile humanoid unit for reconnaissance and search-and-destroy missions. To fulfill this task, the Sivil prototype was created as a 1.8 meter (5'10") tall humanoid female with an athletic body and "exotic" features. During flight, her hair becomes solid "wings" and a similar pair of "wings" extend from her arms and legs.

Sivil was the first Protodeviln to be released completely from her prison in the ice planet of the Varauta system (although Gepernich was the first to awaken). Gepernich had not originally intended to release Sivil early, due to her unpredictable nature, but Gigile disobeyed Gepernich and used the spiritia he stole to free her. Gigile is in love with Sivil from the first time he saw her (possibly from as far back as the Inspection Army/Stellar Republic war) and was determined to do anything necessary to make her fall in love

with him. However, once freed, Gepernich decided to make the best of the situation and sent Sivil to infiltrate City 7 to track down the Anima Spiritia (Nekkei Basara) and kill him. However, she was repeatedly repelled by Basara's awakening Spiritia powers.

Sivil initially despised Basara, but eventually grew to respect and even admire him after several encounters. During one encounter, Basara accidentally drained her of spiritia, partially restoring the seal on her consciousness. Eventually he and Gigile were able to awaken her, where she went rogue and fled to contemplate her feelings for Basara. Upon her return, she sided with Basara against Gepernich and the newly awakened major Protodeviln.

When Sivil was repelled by Basara within City 7 (episode 23), parts of her outfit were shredded and flew off. This leads to the speculation that she does indeed wear clothing. Also, there are scenes of her during her rampage when she is trapped by the protoculture ruins on Rax and when she is recuperating in the woods onboard City 7 where she is depicted nude. It is entirely possible that Sivil was designed to be anatomically correct (or at least close to it) for fulfillment of espionage missions.

While Sivil is in possession of a person, she is apparently restricted to draining spiritia by touch, seeming to prefer draining via kissing. Another interesting note is that Basara's spiritia disruption seems to cause her sexual excitement rather than just confusion.

CP: 76,990
Role: Infiltration / Information Gathering
Stats:
INT 4, COOL 8, PRE 5, EMP 3, AGIL 8, TECH 4, STR 13, BOD 7, ATTR 9, MA 6, SPIR 7
Skills: Concealment 8, Gymnastics 8, Intelligence Gathering 8, Mathematics 7, Navigation 9, Astro-Navigation 9, Stealth 7, Basic Tech 6, Shadowing/Tracking 7, Martial Arts 8, Impersonation 7, Ranged Powers 6, Hand-to-Hand 8
Other: Beautiful 5

Kills
Torso – STR 60K, Gamma armor, ½ energy absorbing, 30K SP 30, DC 80
Head – STR 30K, Gamma armor, ½ energy absorbing, 30K SP 30, DC 80
Arms – STR 40K, Gamma armor, ½ energy absorbing, 30K SP 30, DC 80
Legs – STR 40K, Gamma armor, ½ energy absorbing, 30K SP 30 , DC 80

Abilities
All standard Protodeviln powers plus:
Particle Beam Attack (light, heavy)
Spiritia Aura
Zentraedi Emotion Control
Possession

Energy Blade
Spiritia Pool – 1500

Gavil

The Gavil series Evil Zentraedi was designed by the Protocultures to be a highly mobile humanoid unit for field command and tactics, as well as having mechanical skills. The Gavil Series resembles a 2 meter (6 foot) tall male humanoid with white fur and a pair of feathered wings. Gavil was the third Protodeviln to be released from the icy planet of the Varauta system. Gavil is the brains to direct Glavil and can merge with him (and optionally, Valgo) to form Natter Valgo.

Gavil seems to be obsessed with "beauty" and typically uses the word in most of his speech: "This is the beauty of sneak attacks" or "There is no beauty in that". Gavil also has creative and technical abilities as demonstrated when he upgraded the Pantzerzorene, and invented the Zaubergeran to match Gamlin's VF-17 in personal combat. He disdains his own natural powers in favor of technology.

CP: 74,660
Role: Brain of Gavigula unit / Technician
Stats:
INT 7, COOL 8, PRE 6, EMP 2, AGIL 8, TECH 8, STR 14, BOD 11, ATTR 6, MA 6, SPIR 7
Skills: Concealment 8, Gymnastics 8, Intelligence Gathering 8, Mathematics 7, Navigation 9, Astro-Navigation 9, Stealth 7, Basic Tech 6, Shadowing/Tracking 7, Mechanical Engineer 8, Electronics 8, Dodge & Evade 8, Mecha Pilot 7, Mecha Tech 9, Mecha Weaponry 6, Mecha Combat 5, Ranged Powers 6, Hand-to-Hand 5
Other: Beautiful 5, Obsession (defeat Gamlin) -10

Kills
Torso – MS 70K, Gamma armor, ½ energy absorbing, 40K SP 40, DC 80
Head – MS 30K, Gamma armor, ½ energy absorbing, 40K SP 40, DC 80
Arms – MS 40K, Gamma armor, ½ energy absorbing, 40K SP 40, DC 80
Legs – MS 40K, Gamma armor, ½ energy absorbing, 40K SP 40, DC 80
Wings – MS 40K, Gamma armor, ½ energy absorbing, 40K SP 40, DC 80

Abilities
All standard Protodeviln powers plus:
Particle Beam Attack (light, heavy)
Spiritia Aura
Zentraedi Emotion Control
Possession
Spiritia Pool – 1500

"Gleg"

This un-named Protodeviln had never been sealed away by the Protoculture, or possibly had been sealed in a different location from the others and later released. Regardless, he had been using a lost Protoculture colony as his own private spiritia farm for untold millennia.

Approximately eight thousand years ago, the Gleg Fleet encountered a civilization unlike any before encountered. An ancient Protoculture race that identified with the Inspections Forces inhabited the planet. The planet had been corrupted however by one of the insidious Protodeviln. The entire race existed in an eternal half existence as the Protodeviln had taken over the race and used their Spiritia energy to sustain him for eons. When Gleg realized the danger present, the Fleet initiated a sterilization of the entire solar system, as was the imperative programmed into every fleet commander when encountering Inspections Forces, or Protodeviln. The operation failed however when, during the massive assault the Protodeviln was able to infiltrate the Command Base and melded itself into the Gleg unit. This effectively made the Gleg unit slaved to the Protodeviln entity. The battle with the Inspection Forces eventually succeeded and the Gleg fleet abandoned the derelict solar system.

Several centuries later, the Gleg Fleet under the direction of the Protodeviln came upon a very old research base used by the ancient Protoculture. The Protodeviln had reprogrammed the Zentraedi and Meltrandi to be able to repair most of their technology and to a certain extent, learn new skills. There were many advanced technologies in the base that were plundered and integrated into the Gleg Fleet. He was either killed or (more likely) escaped after the Gleg fleet was destroyed in 2037.

The Gleg Series resembles a 2.3 meter (7 foot) tall male humanoid with green skin and a tail. He also possesses fangs, horns and claws; all of which give him the appearance of an actual devil. He was possibly designed for sabotage and terror tactics.

CP: 74,750

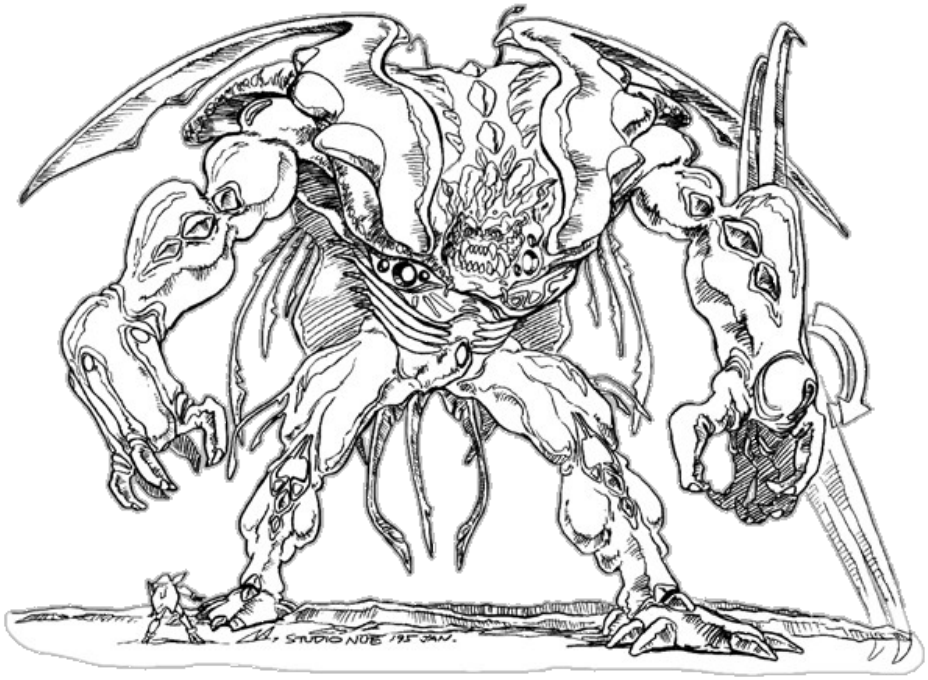
Role: Terror Tactics / Guerilla Combat [presumed]
Stats:
INT 7, COOL 8, PRE 6, EMP 2, AGIL 8, TECH 8, STR 14, BOD 11, ATTR 6, MA 6, SPIR 6
Skills: Concealment 8, Gymnastics 8, Intelligence Gathering 8, Mathematics 7, Navigation 9, Astro-Navigation 9, Stealth 7, Basic Tech 6, Shadowing/Tracking 7, Mechanical Engineer 9, Electronics 8, Dodge & Evade 8, Ranged Powers 6

Kills
Torso – MS 70K, Gamma armor, ½ energy absorbing, 40K SP 40, DC 80
Head – MS 30K, Gamma armor, ½ energy absorbing, 40K SP 40, DC 80
Arms – MS 40K, Gamma armor, ½ energy absorbing, 40K SP 40, DC 80
Legs – MS 40K, Gamma armor, ½ energy absorbing, 40K SP 40, DC 80
Wings – MS 40K, Gamma armor, ½ energy absorbing, 40K SP 40, DC 80

Abilities
All standard Protodeviln powers plus:
Particle Beam Attack (light, heavy)
Spiritia Aura
Possession
Zentraedi Emotion Control
Spiritia Pool – 1500

Major Protodeviln

Glavil



The Glavil Series Evil Zentraedi was designed by the Protocultures for heavy assault against large fleets, planets and military installations. Like other major

Protodeviln, Glavil changes size depending on how much Spiritia he has stored. Glavil has the strongest weapons and armor of any of the Evil Series', but the lowest mental capabilities – they wanted a powerful yet stupid super weapon that will sit and wait for them to point him at a target. Glavil is the physical counterpart to Gavil (stated that they are "the same flesh"), and can merge with him (and optionally, Valgo) to form Natter Valgo. Glavil will usually do anything that Gavil commands him to do.

Glavil appears to be the only Protodeviln not capable of speech; whether this is a design trait or he's just too dumb is unknown. He reacts much like an animal and relies on Gavil to think for him.

CP: 3,255,200
Role: Brawn of Gavigula unit / Anti-Fleet
Stats:
INT 1, COOL 6, PRE 3, EMP 1, AGIL 5, TECH 2, STR 35, BOD 60, ATTR 1, MA 22, SPIR 5
Skills: Concealment 7, Navigation 9, Astro-Navigation 9, Shadowing/Tracking 6, Ranged Powers 8, Hand-to-Hand 5
Other: Airhead –10, Berserker –10

Kills
Torso – MgH 2200K, Gamma armor, ½ energy absorbing, 1100K SP 1100, DC 800
Head – MgH 1100K, Gamma armor, ½ energy absorbing, 1100K SP 1100, DC 800
Arms – MgH 1200K, Gamma armor, ½ energy absorbing, 1100K SP 1100, DC 800
Legs – MgH 1200K, Gamma armor, ½ energy absorbing, 1100K SP 1100, DC 800
Cloak/Wings – AH 900K, Gamma armor, ½ energy absorbing, 900K SP 900, DC 800

Abilities
All standard Protodeviln powers plus:
Forearm "switchblades": 100K, +0 WA, AP
Energy Beams
Heavy Energy Beam (he can push this up to 6000K by spending +250 spiritia and an extra round of charging)
Point Defense Energy Beams
Spiritia Aura
Possession
Spiritia Pool – 6000

Gigile

The Gigile series Evil Zentraedi was designed by the Protocultures to be a unit for heavy combat against fleets of warships. To fulfill this task, the Gigile prototype was created as a major Protodeviln. Like other major Protodeviln, Gigile changes size depending on how much Spiritia he has stored.

Not much is known about his Protodeviln abilities, however, he seems to have a good range of human emotions, and was the first Protodeviln to become enlightened and generate his own Spiritia supply. Gigile was in love with Sivil (possibly from as far back

as the Inspection Army?) and would do anything to make her love him. Based on the "void" effect when he overcharged and self-destructed, his weapons would be based on gravity or disintegration. According to Gepernich's comments, it appears that Gigile's overcharge is not a standard ability and may have been caused by his new-found spiritia generating abilities and his actions to sacrifice his life for Sivil.

During the Varauta/Macross 7 war, Gigile spent the bulk of his time in possession of Lieutenant Autolmeur. He was placed in charge of leading the Varauta forces against the Macross 7 fleet, and later rebelled to go in search of Sivil when she was lost onboard City 7.

CP: 3,312,000
Role: Anti-Fleet
Stats:
INT 5, COOL 6, PRE 7, EMP 6, AGIL 5, TECH 4, STR 27, BOD 50, ATTR 1, MA 28, SPIR 7
Skills: Intelligence Gathering 9, Concealment 8, Navigation 9, Astro-Navigation 9, Stalking 8, Ranged Powers 5, Hand-to-Hand 5
Other: Obsessed (Sivil's attentions) –15

Kills
Torso – MH 1600K, Gamma armor, ½ energy absorbing, 800K SP 800, DC 800
Head – MH 800K, Gamma armor, ½ energy absorbing, 800K SP 800, DC 800
Arms – MH 900K, Gamma armor, ½ energy absorbing, 800K SP 800, DC 800
Legs – MH 900K, Gamma armor, ½ energy absorbing, 800K SP 800, DC 800
Cloak/Wings – MH 800K, Gamma armor, ½ energy absorbing, 800K SP 800, DC 800

Abilities
All standard Protodeviln powers plus:
Energy Beams
Heavy Energy Beam
Gravimetric Aura
Spiritia Aura
Possession
Spiritia Pool – 8000

Gigile's gravimetric aura overcharging →

Valgo

The Valgo series Evil Zentraedi was designed by the Protocultures to be a unit for heavy combat against fleets of warships. To fulfill this task, the Valgo prototype was created as a major Protodeviln. Like other major Protodeviln, Valgo changes size depending on how much Spiritia he has stored.

Valgo was modified late in the Varauta/Macross 7 war to give him the ability to merge with both Glavil and Gavil to form Natter Valgo. This ability, which is limited by time, is a devastating combination that is nearly impossible to beat.

Valgo was the fourth Protodeviln to be released fully from his prison on the ice planet. Valgo possesses the unique abilities to create minions to gather spiritia for him and to disrupt time-space to prevent ships from space folding in or out of the area of effect.

Valgo's personality comes across as being smug and highly arrogant of others. He seems to believe he is the most capable Protodeviln next to Gepernich, and resents having to work with the other Protodeviln.

CP: 4,202,500
Role: Terror Tactics / Fleet Interdiction
Stats:
INT 4, COOL 7, PRE 4, EMP 2, AGIL 5, TECH 4, STR 23, BOD 40, ATTR 1, MA 24, SPIR 8
Skills: Intelligence Gathering 9, Concealment 8, Navigation 9, Astro-Navigation 9, Shadowing/Tracking 8, Ranged Powers 8
Other: Obsessed (proving superiority) -15, Stubborn -10

Kills
Torso – LH 1400K, Gamma armor, ½ energy absorbing, 700K SP 700, DC 800
Head – LH 700K, Gamma armor, ½ energy absorbing, 700K SP 700, DC 800
Arms – LH 800K, Gamma armor, ½ energy absorbing, 700K SP 700, DC 800
Legs – LH 800K, Gamma armor, ½ energy absorbing, 700K SP 700, DC 800
Cloak/Wings – LH 700K, Gamma armor, ½ energy absorbing, 700K SP 700, DC 800
Antennae (2) – LH 600K , Gamma armor, ½ energy absorbing, 700K SP 700, DC 800

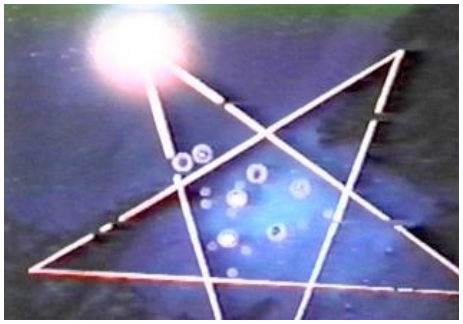
Abilities
All standard Protodeviln powers plus:
Energy Beams
Heavy Energy Beam

Fold Inhibition Field
Create Minions
Space Fold
Spiritia Aura
Possession
Spiritia Pool – 7000

Anima Spiritia Guard

At the same time that Valgo was altered to be able to merge with Gavil and Glavil to form Natter Valgo, he was also altered so he could release white noise to counter the song of Nekkei Basara and thus be immune to his spiritia attacks (this protection extends to Natter Valgo while merged). Unfortunately, it does not block the spiritia abilities of any others, such as Emiria and Mylene.

Valgo's Minons ^



Space fold inhibition field ^

Zomd & Goram

The Zomd & Goram Series' Evil Zentraedi are twins with almost identical features, one being female and the other being male. There is little official information about these two, so I am extrapolating based on what is shown in the Macross 7 series.

These two seem to have been designed for surgical strike attacks. Both Zomd and Goram have six arms.

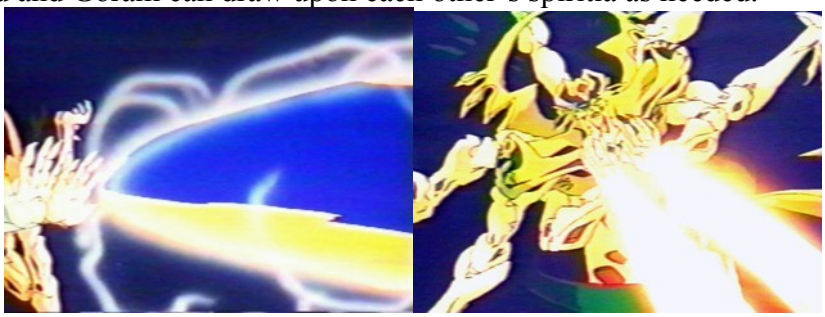
Both Zomd and Goram seem to be somewhat jovial, constantly laughing as they take action. Zomd is the green "female" one, and Goram is the yellow "male" one. They were the last Protodeviln to be released before Gepernich.

CP: 3,426,200
Role: Surgical Strikes / Anti-Fleet
Stats:
INT 5, COOL 7, PRE 4, EMP 2, AGIL 5, TECH 5, STR 20, BOD 40, ATTR 2, MA 14, SPIR 9
Skills: Intelligence Gathering 9, Concealment 8, Navigation 9, Astro-Navigation 9, Shadowing/Tracking 8, Ranged Powers 9
Other: Dependent (each other) –10

Kills
Torso – LH 1400K, Gamma armor, ½ energy absorbing, 700K SP 700, DC 800
Head – LH 700K, Gamma armor, ½ energy absorbing, 700K SP 700, DC 800
Arms – LH 600K, Gamma armor, ½ energy absorbing, 700K SP 700, DC 800
Leg – LH 800K, Gamma armor, ½ energy absorbing, 700K SP 700, DC 800
Cloak/Wings – LH 700K, Gamma armor, ½ energy absorbing, 700K SP 700, DC 800

Abilities
All standard Protodeviln powers plus:
Energy Beams
Heavy Energy Beam
Transport Fold
Space Fold
Spiritia Aura
Possession
Spiritia Pool – 14,000 shared (7000 each)

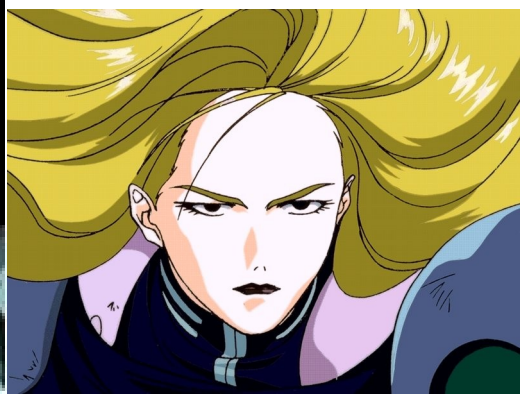
Zomd and Goram can draw upon each other's spiritia as needed.



Zomd firing (right), combined blast (left).

Master Protodeviln

Gepernich



The Gepernich Series Evil Zentraedi was designed by the Protoculture as a commander and "ultra weapon" capable of destroying entire star systems at a time. He can store an immense amount of spiritia and was very dangerous even before he was possessed by the energy life force. Gepernich is one of the most intelligent beings in existence.

When the Megaroad 13 fleet began to survey the icy 3rd planet of the Varauta system, Gepernich possessed the body of Advisor Ivano Günter and led the unit down into the Protodeviln's prison so they could absorb enough spiritia to awaken Gigile and begin forming the Varauta Empire. Up until the last couple episodes of Macross 7, Gepernich remains in the body of Ivano to conserve spiritia and to be more mobile.

Gepernich's true form is a massive semi-physical body with a hundred tendrils reaching out. These tendrils can reach out from a planet to draw spiritia from the galaxy.

CP: 50,754,000
Role: Tactician / Anti-Planet
Stats: stats in parenthesis are for Ivano's body
INT 17, COOL 9, PRE 5, EMP 2, AGIL 6, TECH 9, STR 100 (4), BOD 70 (6), MA 1 (6), ATTR 1 (8)
Skills: Navigation 9, Astro-Navigation 9, Tactics 8, Awareness/Notice 8, Expert: Spiritia 9
Other: Obsessed (spiritia farm) –15

Kills
Torso – MgH 22000K, Gamma armor, ½ energy absorbing, 11000K SP 1100, DC 800
Tendrils (100) – MgH 1100K, Gamma armor, ½ energy absorbing, 1100K SP 110, 200K AP, DC 80

Abilities
All standard Protodeviln powers plus:
Energy Beams

Heavy Energy Beam
Space Fold
Spiritia Aura
Possession
Teleport Other
Spiritia Pool – 100,000

Gavigula

Gavigula is not a true Protodeviln of his own. When the Evil Series was being designed, the Protoculture intended Gavil and Glavil to be a team. To further strengthen this bond they designed the two Evil units to be able to merge into a single form. This allowed the smarter Gavil to control the powers of Glavil.

Stats: Use the physical stats for Glavil, and the mental stats and skills for Gavil. Increase size, Kills and damage by 10%. In this form they get three actions per round. Gavil has total control in the merge.

Later in the Varauta/Macross 7 war, Gavil built the Natter Valgo machine after the death of Valgo to allow increase the power of Gavigula. This altered form is much more powerful, although it drains spiritia at a dangerous rate.

Stats: As per the "standard" Gavigula form, except the increases to size, Kills and damage are 25%. This form has three actions per round and drains 50 spiritia per round from *both* of the Protodeviln merged. Gavil has total control in the merge.

Chapter 5 – Varauta Empire

In 2025 the Megaroad-13 colony fleet discovered the Varauta system, and the inhabitable 3rd planet. They sent the information back to Earth and began to settle on the planet. After a few years, they are completely brainwashed by the semi-dormant Gepernich on the icy 4th planet of the system and begin building the Varauta Empire. The newly formed Varauta Empire locates and retrieves (from an unknown location) the flagship and remnants of the Inspection Army battle fleet.

Eighteen years later, in 2043, the Macross 5 colony fleet lands on the 3rd planet (now named Rax) and a research team is sent to investigate the Protoculture ruins on the 4th planet. Two of the fleet's commanders, Advisor Ivano Günter and Lieutenant Autolmeur are possessed by Gepernich and Gigile (respectively) after deactivating one of the containment fields. At first the fleet is concerned by the apparently missing Megaroad 13 fleet, but are then attacked by a mysterious fleet. Taken by surprise, the Macross 5 fleet is decimated in short order. Having new VF-14 and VA-14 technology, the Varauta forces modify the design, and with the aid of new Three Star Mobile Manufacturing Platforms, begin mass producing their own FZ-109A/F Elgerzorene fighters and AZ-130 Pantzerzorene for their Ace pilots.

Two years after that, in 2045, the Varauta Empire encounters the Macross 7 fleet. After a year-long war, the Varauta Empire crumbles after being released from mental domination by the Protodeviln.

The Varauta forces are brainwashed human and Zentraedi from previous UN Spacy colony fleets. Because they don't act on their own free will, they are not recommended as player characters. However, it would be possible to play a pilot freed from the Protodeviln control that joins the Macross 7 fleet.

The early Varauta pilots were mentally controlled by the Protodeviln, but retained some degree of autonomy so they could use the tactics and skills they learned from their training. After losing several squadrons back to the Macross 7 fleet when their brainwashing was undone by Basara's powers, Gepernich and Gavil reinforced the mental domination so they had total control over the pilots, but they fought more like robots than trained soldiers. Near the end of the war, the Gavil replaced the pilots with remote control units that can't be persuaded to switch sides.

Early Varauta – suffers a –2 penalty to all rolls

Late Varauta – suffers a –4 penalty to all rolls, and cannot use the Tactics skill

Remote Drone – AI with 5 in INT, AGIL, Mecha Pilot, Mecha Combat, Mecha Weaponry, Tactics, Dodge & Evade, Awareness/Notice (10+1d10 all rolls)

The Varauta Empire may be much larger than UN forces believe, since they had 2 years to build. Furthermore, their capital ships all appeared to be original designs from the war against the Stellar Republic. Since the Megaroad 1 and 13 fleets both vanished around this area with no trace, it remains to be discovered just how much they control.

Macross Chronicle Issue #14 provided a breakdown of the Varauta Fleet as follows (estimated): 1 x Fleet Flagship Space Carrier, 12 x Large Battleships, 57 x Standard Battleline Battleships, 92 x High-Speed Raiding Space Cruisers, 3 x New Giant Carriers, 43 x Large Battroid Transport Carriers, 294 x Vanguard Frigates, 7,652 Fz-109 Elgerzorene, 1,240 x Az-130 Panzerzorene and 72 x FBz-99G Zaubergeran. Before this information became available, the only figure for the Varauta forces was given in episode 38 of Macross 7 in which the Varauta forces around the planet Raxx were numbered as 70,000 ships.

Chapter 6 – Varauta Mecha, Equipment & Ships

The mecha of the Varauta are modified from the ones stolen from the Megaroad-13 and Macross 5 fleets. As such, most of the technology is identical, with most of the changes being cosmetic to hide their true identity. The capital ships date back to the war with the Stellar Republic, and are most likely the original Inspection Army (Protoculture) designs.

Because their technology is modified versions of the UN Spacy models, they have the same properties and details as UN Spacy (see Tech Manual). The only mechanical difference is that Gavil did not install a pinpoint barrier system in his FBz-99 Zaubergeran because he could rely on his spiritia aura.

Spiritia Absorption Beam

This is a specialized beam weapon that will drain the Spiritia from the target. It will drain 10 Spiritia per round from a target. This is typically mounted in the head of the mecha.

Range 1, 1.7 CP, 1 Kill, 1 Space

Spiritia Storage Cell

This works not unlike an energy pool that stores Spiritia stolen from victims. The cell will hold a maximum of 500 points of Spiritia.

1 Space, 5 CP

Spiritia Imager

This is a specialized sensor that detects Spiritia energy, quantity, quality, and overlays a targeting gauge over the target for aiming the Spiritia absorption beam. It grants an additional +1 WA with a spiritia absorption beam.

1 Space, 2 CP

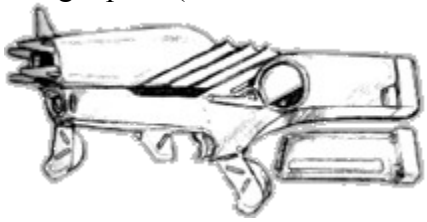
Capture Sphere

This creates a miniature force field bubble around up to 4 human sized targets. The sphere itself can only withstand 1 Kill of damage. The sphere will maintain air for the subjects for up to 4 hours, and is environmentally sealed as well as radiation shielded.

1 Space, 5 CP (usually paired one in each arm)

Varauta Standard Gunpod

All Varauta variable fighters are equipped with a standardized gunpod. Like most UN gunpods (on which this is based), the ammo clip port is in the butt of the weapon.



1K, Range 24, BV 3, +1 WA, Ammo 16, All-Purpose, CP 42.9 [6.9 per clip]

Varauta Heavy Gunpod

This is an experimental design that can be used in place of the two standard gunpods issued with all Varauta variable fighters.

2K, Range 32, BV 3, +1 WA, Ammo 12, All-Purpose, CP 52 [8.2 per clip]

Spiritia Gun Pod

This is an older, less compact version of the spiritia draining beam built into most current Varauta mecha. It will drain 20 Spiritia per round from a target (or 200 per round against Protodeviln).

Range 24, 30 CP, 3 Kills, 1-handed

Soundwave Neutralization Device

Basically a sophisticated “white noise” generator that was designed to counter the songs of Nekkei Basara during the later part of the Varauta/UN Spacy war by Gavil. The

system can only counter one spiritia attacker per round, but can be switched as needed. This unit was only ever seen on the Zaubergeran. While this device can blank out the "noise" of anima spiritia (and thus stop spiritia disruption), it cannot stop any of the anima spiritia's other powers.

1 Space, 10 CP

Audio Defense System

Sound protective gear, designed by Gavil, for the Minor Protodeviln as well as the Major Protodeviln. Designed to protect the Protodeviln from the 'noise' of Anima Spiritia, however this unit can protect against noise, but cannot protect against the effects of Anima Spiritia.

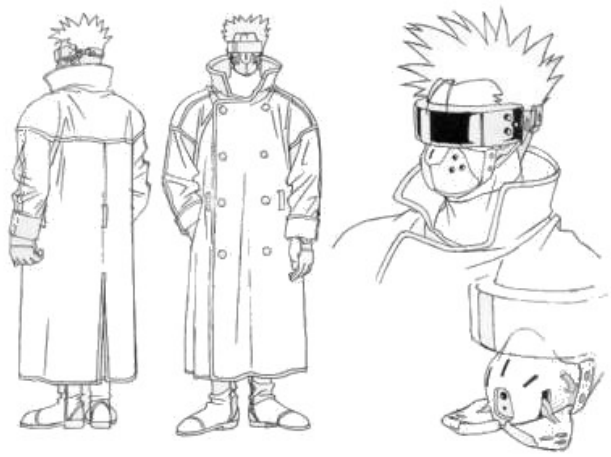
Minor Protodeviln Size: 20 Hits, 2 CP

Major Protodeviln Size: 10K, 25 CP

"Vampire" Spiritia Headgear

Portable Spiritia Imager, worn by the Varauta Infiltrator. This visor detects Spiritia and its level of 'purity'. Mounted on the chin-piece is a Spiritia Absorption Beam, used to collect Spiritia for their Protodeviln masters. This is a smaller version of the Spiritia Absorption Beam that is mounted on all of the Varauta mecha. This has 2 settings – it can drain 5 spiritia per round from a target, or fire a stun beam (BOD check, difficulty 15) that can incapacitate a man-sized target for 10 minutes. Both beams have a range of 10m. If the drain beam hits the target anyplace other than their head, it simply stings for a moment.

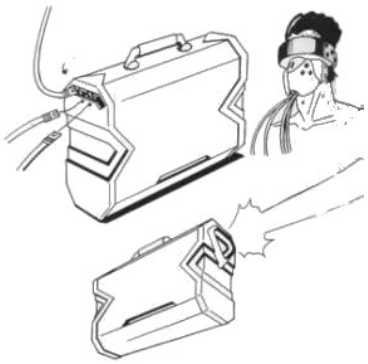
20 Hits, 1 CP



Portable Spiritia Storage Cell

This is a briefcase-sized cell used in conjunction with the spiritia headgear (see above). It can store up to 100 spiritia, and can be released through a lens on the back at a rate of 10 spiritia per round.

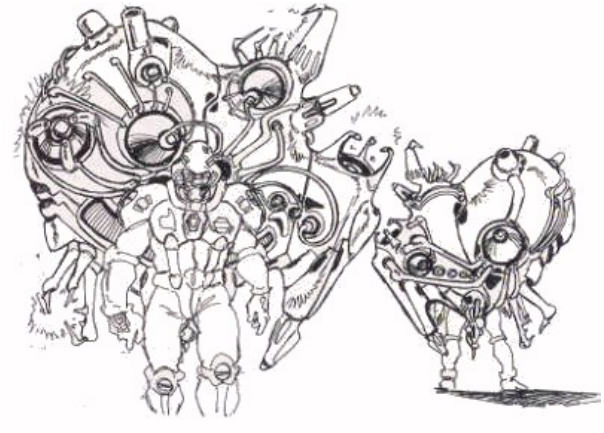
30 Hits, 1 CP



Spiritia Collector (large version)

Large backpack type of spiritia collector unit, that can store large amounts of Spiritia which can then be released in large amounts for Protodeviln. Gigile used one of these units to release a large amount of stored spiritia that he had accumulated from the previous battles with the Macross 7 fleet to release/awaken the Protodeviln, Sivil. This unit can drain up to 10 spiritia per round, release up to 50 per round, and can store up to 700.

Range 150m, 100 Hits, 5 CP



Varauta Laser Pistol

This is issued to all Varauta personnel. The laser pistol appears to be somewhat bulky, although it is very accurate and far more powerful than most UN personal weapons.

Clip: 20, Damage 5d6 hits, BV 1, Range 100m, WA +1, 5 CP, Cost 5000 credits if available to the UN military

Varauta Carbine Laser Rifle

This is a field combat weapon assigned to Varauta infantry.

Clip: 20, Damage 10d6 hits, BV 2, Range 100m, WA +1, 10 CP, Cost 12,000 credits if available to the UN military

Mecha and Vessels

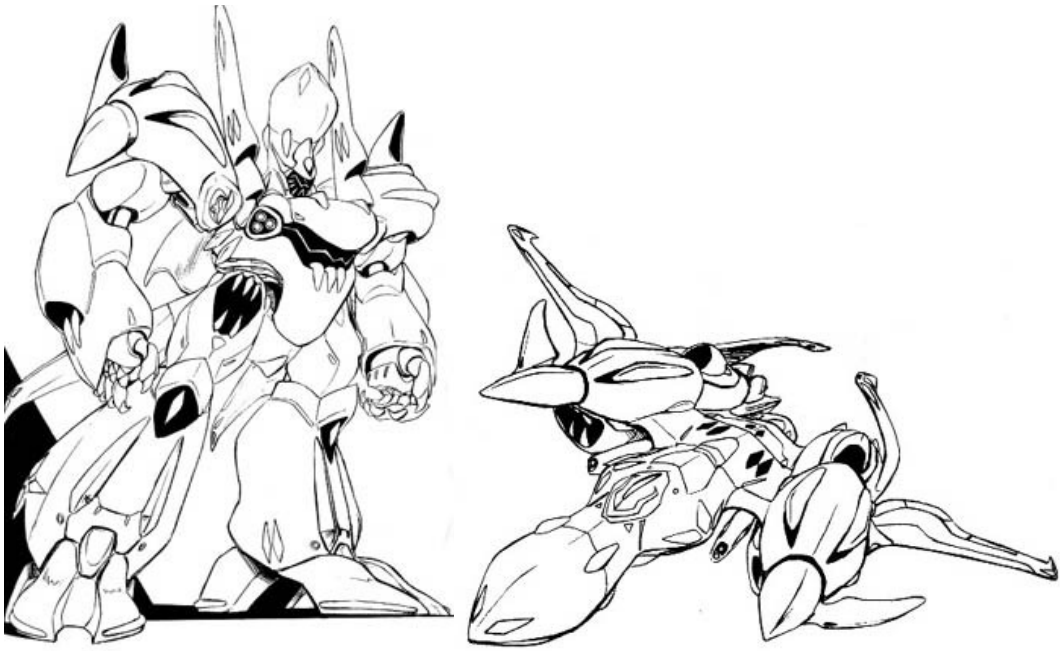
Variable Fighters: FZ-109A Elgerzorene, FZ-109F Elgerzorene, AZ-130 Pantzerzorene, FBz-99 Zaubergeran

Capital Ships: Assault Carrier, Flagship, Heavy Battroid Transport, High Speed Cruiser, Main Fleet Battleship, Super Size Carrier, Vanguard Frigate

Varauta Mecha

AZ-130 Pantzerzorene

COST: 838 CP (+56.7 CP for loaded gunpod and 2x spare clip; +717.6 CP for missiles)
Availability: late 2030's



HEIGHT:
17.73m in soldier configuration.
WIDTH:
22.15m in attacker configuration
LENGTH:
17.78m in attacker configuration
WEIGHT:
15,500 kg
G-Limits:
+35.0 to -20.5

Mode	**MV**	**Land MA**	**Fly MA**
Battroid	-0	6 (300m/round)	28 (1400m/round)
Gerwalk	-1	3 (150m/round)	42 (2100m/round)
Fighter	-2	0	56 (2800m/round)

Maneuver Pool +0%

Servo	**Class**	**Kills**	**Spaces**	**Armor**	**SP**	**Kills**	
Main Body		MW	12	15	HS	5	5
Head		STR	3	4	MS	4	4
Right Arm		MS	5	6	MS	4	4
Left Arm		MS	5	6	MS	4	4
Right Leg		HS	6	7	HS	5	5
Left Leg		HS	6	7	HS	5	5
Right Wing		LW	2	3	STR	3	3
Left Wing		LW	2	3	STR	3	3

Thrusters	**Location**	**MA**
Thruster	Right Leg	14
Thruster	Left Leg	14

Sensors	**Location**	**Kills**	**Sensors**	**Communications**
MS Class	Head	1	7 km	1000 km

Backup	Torso	2	1 km	300 km			

Weapon	**Location**	**DMG**	**Range**	**WA**	**Kills**	**Shots**	**Notes**
Hands	Arms	3K	Melee	+0	1	U	Quick, Handy
35mm Cannon	Torso	1K	24	+1	1	-	BV3, All Purpose, Linked
Ammo						40	AP
35mm Cannon	Torso	1K	24	+1	1	-	BV3, All Purpose, Linked
Ammo						40	AP
Pulse Laser	Torso	2K	24	+1	2	U	BV3, All Purpose, Linked
Pulse Laser	Torso	2K	24	+1	2	U	BV3, All Purpose, Linked
SRM Rack	Right Arm	5K	64	+1	2	6	CMV, Crosslinked
SRM Rack	Right Arm	5K	64	+1	2	6	CMV, Crosslinked
SRM Rack	Right Arm	5K	64	+1	2	6	CMV, Crosslinked
SRM Rack	Right Arm	5K	64	+1	2	6	CMV, Crosslinked
SRM Rack	Left Arm	5K	64	+1	2	6	CMV, Crosslinked
SRM Rack	Left Arm	5K	64	+1	2	6	CMV, Crosslinked
SRM Rack	Left Arm	5K	64	+1	2	6	CMV, Crosslinked
SRM Rack	Left Arm	5K	64	+1	2	6	CMV, Crosslinked
IRM Rack	Right Leg	7K	1200	+1	4	8	Crosslinked
IRM Rack	Left Leg	7K	1200	+1	4	8	Crosslinked
Gunpod	1-Handed	1K	24	+1	1	-	BV3, All Purpose
Ammo						16	AP
Gunpod	1-Handed	1K	24	+1	1	-	BV3, All Purpose
Ammo						16	AP

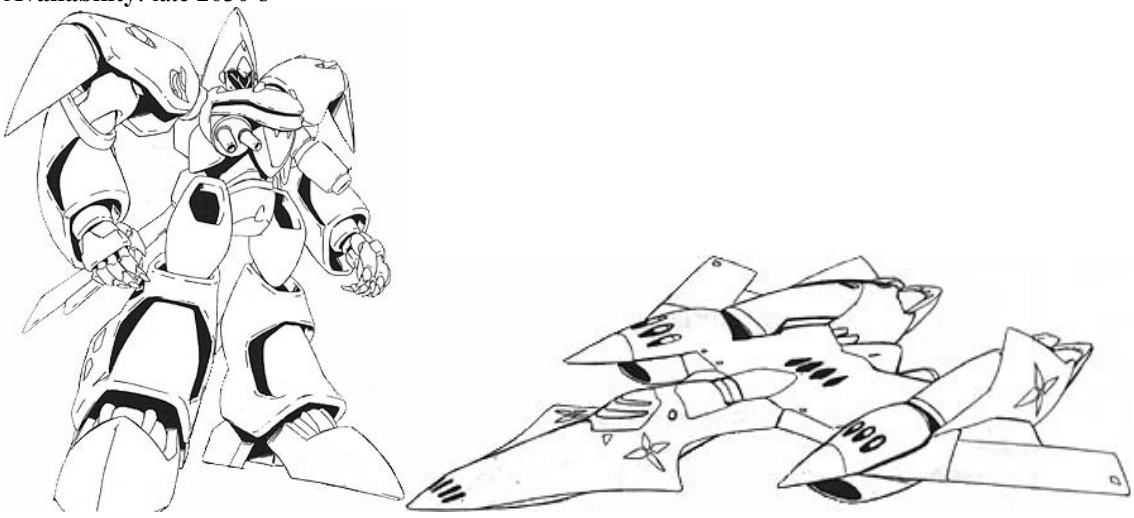
Optional Systems
Liftwire, Anti-theft Codelock, Nightsight, Spotlight, Storage Module, Escape Pod, Self Destruct Hardpoints (4 on Main Body, 2 per Wing), Spiritia Absorption Beam, Spiritia Storage Cell Spiritia Defense System, Armored Canopy

Multipliers
Environmentals (Space, Re-entry, Desert), Verniers (1 Main Body, 1 each Arm/Leg), Variable Fighter Transatmospheric Ability, Heavy Hydraulics, Semi-Monocoque

Notes: Varauta redesigned VA-14 Hunter.

Fz-109A Elgerzorene

COST: 533 CP (+113.4 CP for 2x loaded gunpod and 4x spare clip; +280.8 CP for missiles)
Availability: late 2030's



HEIGHT:
17.11m in soldier configuration
WIDTH:
19.97m in attacker configuration
LENGTH:
20.08m in attacker configuration
WEIGHT:
13,200 kg
G-Limits:
+34.1 to -20.1

Mode	MV	Land MA	Fly MA
Battroid	-0	6 (300m/round)	34 (1700m/round)
Gerwalk	-1	3 (150m/round)	51 (2550m/round)
Fighter	-2	0	68 (3400m/round)

Maneuver Pool +0%

Servo	Class	Kills	Spaces	Armor	SP	Kills	
Main Body		MW	12	15	HS	5	5
Head		STR	3	4	MS	4	4
Right Arm		MS	5	6	MS	4	4
Left Arm		MS	5	6	MS	4	4
Right Leg		HS	6	7	MS	4	4
Left Leg		HS	6	7	MS	4	4
Right Wing		LW	2	3	STR	3	3
Left Wing		LW	2	3	STR	3	3

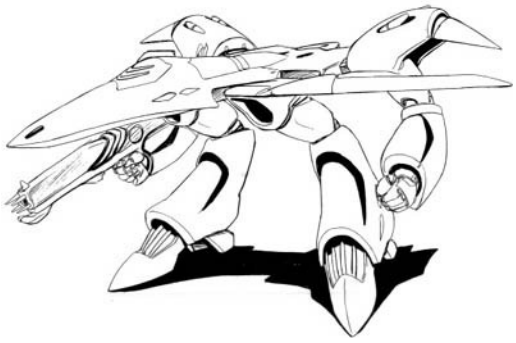
Thrusters	Location	MA
Thruster	Right Leg	17
Thruster	Left Leg	17

Sensors	Location	Kills	Sensors	Communications
MS Class	Head	1	7 km	1000 km
Backup	Torso	2	1 km	300 km

Weapon	Location	DMG	Range	WA	Kills	Shots	Notes
Hands	Arms	3K	Melee	+0	1	U	Quick, Handy
Spiritia Beam	Head	--	3	+1	1	U	Special Rules
Blaster Cannon	Torso	4K	32	+0	4	U	Rear fire in fighter
Rapid Fire Laser	Torso	2K	24	+1	2	U	BV2, All Purpose
SRM Rack	Right Arm	5K	64	+1	2	6	CMV, Crosslinked
SRM Rack	Right Arm	5K	64	+1	2	6	CMV, Crosslinked
SRM Rack	Right Arm	5K	64	+1	2	6	CMV, Crosslinked
SRM Rack	Right Arm	5K	64	+1	2	6	CMV, Crosslinked
SRM Rack	Left Arm	5K	64	+1	2	6	CMV, Crosslinked
SRM Rack	Left Arm	5K	64	+1	2	6	CMV, Crosslinked
SRM Rack	Left Arm	5K	64	+1	2	6	CMV, Crosslinked
SRM Rack	Left Arm	5K	64	+1	2	6	CMV, Crosslinked
Gunpod	1-Handed	1K	24	+1	1	-	BV3, All Purpose
Ammo						16	AP
Gunpod	1-Handed	1K	24	+1	1	-	BV3, All Purpose
Ammo						16	AP

Optional Systems
Liftwire, Anti-theft Codelock, Nightsight, Spotlight, Storage Module, Escape Pod, Self Destruct Hardpoints (4 on Main Body, 2 per Wing), Spiritia Absorption Beam, Spiritia Storage Cell Spiritia Defense System, Armored Canopy

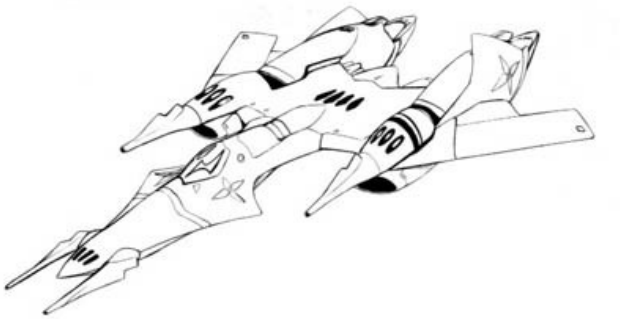
Multipliers
Environmentals (Space, Re-entry, Desert), Verniers (1 Main Body, 1 each Arm/Leg), Variable Fighter Transatmospheric Ability, Heavy Hydraulics, Semi-Monocoque



Notes: Varauta redesigned VA-14 Hunter.

Fz-109F Elgerzorene

COST: 717 CP (+113.4 CP for 2x loaded gunpod and 4x spare clip; +717.6 CP for missiles)
Availability: late 2030's



HEIGHT:
17.11m in soldier configuration
WIDTH:
19.97m in attacker configuration
LENGTH:
20.08m in attacker configuration
WEIGHT:
13,200 kg
G-Limits:
+34.1 to -20.1

Mode	MV	Land MA	Fly MA
Battroid	-0	6 (300m/round)	36 (1800m/round)
Gerwalk	-1	3 (150m/round)	54 (2700m/round)
Fighter	-2	0	72 (3600m/round)

Maneuver Pool +0%

Servo	Class	Kills	Spaces	Armor	SP	Kills	
Main Body		MW	12	12	HS	5	5
Head		STR	3	3	MS	4	4
Right Arm		MS	5	5	MS	4	4
Left Arm		MS	5	5	MS	4	4
Right Leg		HS	6	6	HS	5	5
Left Leg		HS	6	6	HS	5	5
Right Wing		LW	2	2	STR	3	3
Left Wing		LW	2	2	STR	3	3

Thrusters	Location	MA
Thruster	Right Leg	18
Thruster	Left Leg	18

Sensors	Location	Kills	Sensors	Communications
MS Class	Head	1	7 km	1000 km
Backup	Torso	2	1 km	300 km

Weapon	Location	DMG	Range	WA	Kills	Shots	Notes
Hands	Arms	3K	Melee	+0	1	U	Quick, Handy
Spiritia Beam	Head	--	3	+1	1	U	Special Rules
Blaster Cannon	Torso						
Rapid Fire Laser	Torso	2K	24	+1	2	U	BV3, All Purpose
Pulse Laser	Head	1K	24	+1	1	U	BV2, All Purpose, Linked
Pulse Laser	Head	1K	24	+1	1	U	BV2, All Purpose, Linked
Pulse Laser	Right Arm	1K	24	+1	1	U	BV2, All Purpose, Linked
Pulse Laser	Left Arm	1K	24	+1	1	U	BV2, All Purpose, Linked
SRM Rack	Right Arm	5K	64	+1	2	6	CMV, Crosslinked
SRM Rack	Right Arm	5K	64	+1	2	6	CMV, Crosslinked
SRM Rack	Right Arm	5K	64	+1	2	6	CMV, Crosslinked
SRM Rack	Right Arm	5K	64	+1	2	6	CMV, Crosslinked
SRM Rack	Left Arm	5K	64	+1	2	6	CMV, Crosslinked
SRM Rack	Left Arm	5K	64	+1	2	6	CMV, Crosslinked
SRM Rack	Left Arm	5K	64	+1	2	6	CMV, Crosslinked
SRM Rack	Left Arm	5K	64	+1	2	6	CMV, Crosslinked
IRM Rack	Right Leg	7K	1200	+1	4	8	Crosslinked
IRM Rack	Left Leg	7K	1200	+1	4	8	Crosslinked
Gunpod	1-Handed	1K	24	+1	1	-	BV3, All Purpose
Ammo						16	AP
Gunpod	1-Handed	1K	24	+1	1	-	BV3, All Purpose
Ammo						16	AP

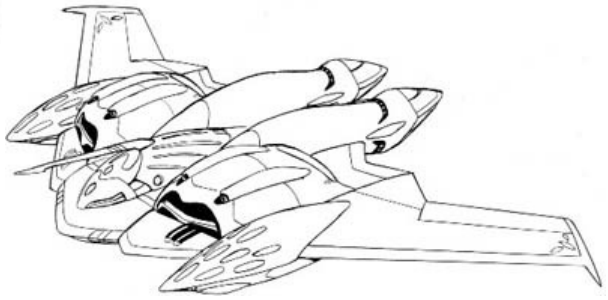
Optional Systems
Liftwire, Anti-theft Codelock, Nightsight, Spotlight, Storage Module, Escape Pod, Self Destruct
Hardpoints (4 on Main Body, 2 per Wing), Spiritia Absorption Beam, Spiritia Storage Cell
Spiritia Defense System, Armored Canopy

Multipliers
Environmentals (Space, Re-entry, Desert), Verniers (1 Main Body, 1 each Arm/Leg), Variable Fighter
Transatmospheric Ability, Heavy Hydraulics

Notes: Varauta redesigned VA-14 Hunter.

FBz-99 Zaubergeran

COST: 1690 CP (+806.1 CP for missiles)
Availability: ?



HEIGHT:
22.95m in soldier configuration
WIDTH:
37.81m in bomber configuration
LENGTH:
18.18m in bomber configuration
WEIGHT:
22,600 kg
G-Limits:
+30.0 to -20.0

Mode	MV	Land MA	Fly MA
Battroid	-0	7 (350m/round)	76 (3800m/round)
Gerwalk	-1	3.5 (175m/round)	114 (5700m/round)
Fighter	-2	0	152 (7600m/round)

Boosters can increase the Battroid flight speed by +4 MA (+200m/round)

Maneuver Pool +200%

Servo	Class	Kills	Spaces	Armor	SP	Kills	
Main Body		MW	12	15	MW/A	6	6
Head		STR	3	4	MS/A	4	4
Right Arm		MS	5	6	MS/A	4	4
Left Arm		MS	5	6	MS/A	4	4
Right Leg		HS	6	7	MS/A	4	4
Left Leg		HS	6	7	MS/A	4	4
Right Wing		LW	2	3	STR/A	3	3
Left Wing		LW	2	3	STR/A	3	3
Pod		STR		3	STR/A	3	3

Thrusters	Location	MA
Thruster	Right Leg	19

Thruster	Left Leg	19
Thruster	Torso	19
Thruster	Torso	19
Booster	Pod	2 (Battroid only)
Booster	Pod	2 (Battroid only)

Sensors	**Location**	**Kills**	**Sensors**	**Communications**
MS Class	Head	1	7 km	1000 km
Backup	Torso	2	1 km	300 km

Weapon	**Location**	**DMG**	**Range**	**WA**	**Kills**	**Shots**	**Notes**
Hands	Arms	3K	Melee	+0	1	U	Quick, Handy
Spiritia Beam	Head	--	3	+1	1	U	Special Rules
Pulse Laser	Right Arm	2K	24	+1	2	U	BV3, All Purpose, Linked
Pulse Laser	Left Arm	2K	24	+1	2	U	BV3, All Purpose, Linked
Beam Cannon	Right Shoulder	2K	24	+1	2	U	BV2, Phalanx Vari, Link
Beam Cannon	Right Shoulder	2K	24	+1	2	U	BV2, Phalanx Vari, Link
Beam Cannon	Left Shoulder	2K	24	+1	2	U	BV2, Phalanx Vari, Link
Beam Cannon	Left Shoulder	2K	24	+1	2	U	BV2, Phalanx Vari, Link
Rotary Missile	Torso	3K	24	+1	-	-	Volleys up to 10
Rotary Missile	Torso	3K	24	+1	-	-	Volleys up to 10
Ammo	Torso				20	100	CMV
Missile Rack	Right Shoulder	5K	64	+1	11	33	CMV, Crosslinked
Missile Rack	Left Shoulder	5K	64	+1	11	33	CMV, Crosslinked

Optional Systems
Liftwire, Anti-theft Codelock, Nightsight, Spotlight, Storage Module, Escape Pod, Self Destruct Hardpoints (4 on Main Body, 2 per Wing), Spiritia Absorption Beam, Spiritia Storage Cell Spiritia Defense System, Armored Canopy

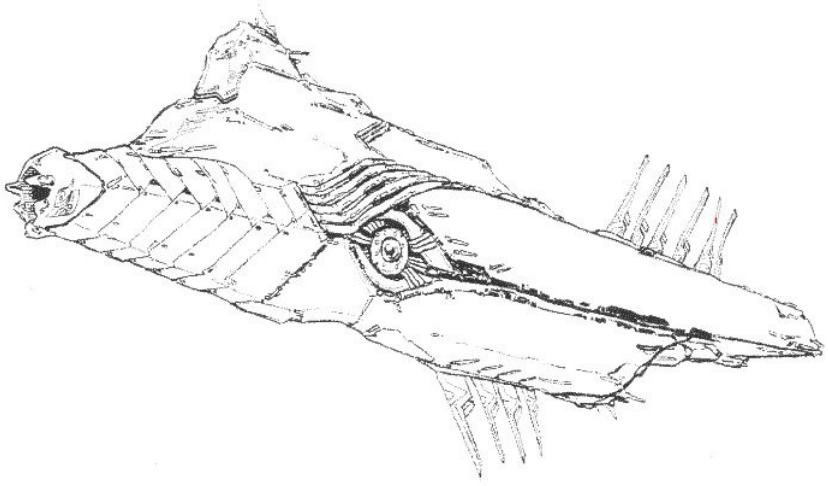
Multipliers
Environmentals (Space, Re-entry, Desert), Verniers (1 Main Body, 1 each Arm/Leg), Variable Fighter Transatmospheric Ability, Heavy Hydraulics, Supercharged Engines, Semi-Monocoque

Notes: Varauta redesigned VAB-2D Wraith. This served as Gavil's personal fighter, although he had several.

Varauta Capital Ships

Varauta Assault Cruiser

COST: 1,875,898 CP
Manufacturer: Varauta Army



HEIGHT: ?
WIDTH: ?
LENGTH: 862m
WEIGHT: 60,000,000 tons
CREW: 640 total (30 officers, 400 crew, 60 VF pilots, 150 soldiers)

Hull Class: MegaHeavy+
KILLS: 2770
ARMOR: SP 110
SPACES: 78

MA: 34 (Mach 3)
Turn: +11
Crew Grade: C (12+1d10)

System	Kills	Range
LH Communications	200	18,000 km
AH Sensors	300	3,000 km

Weapon	Arc	DMG	Range	WA	Kills	Payload
Heavy Particle Cannon	FF	5000K	6,437,376	+3	2000	U
Wide Beam (33 hex), Ultra-Beam, Warm-up 3, Clip 5						
Superheavy Laser (2)	S	500K	6,437,376	+1	500	U
Warm Up 1						
Light Laser (48)	All	50K	123,597	+1	50	U
Strike Missiles (6)	F	700K	6,437,376	+1	90	6
Each missile takes 25K to destroy. Blast 15, Warm up 2						
Missile Launchers (26)	All	7K	12,000	+1	50	36
Fires volleys of up to 6 per launcher						

Mecha/Shuttle Compliment

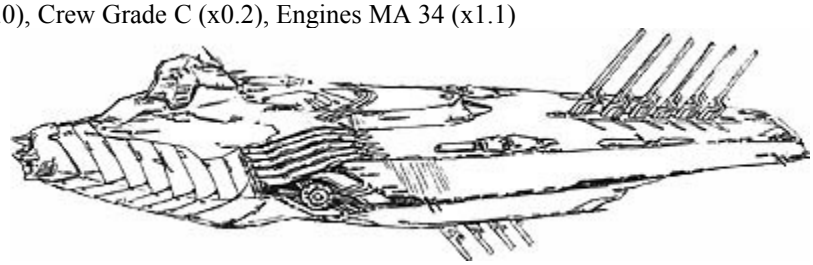
FZ-109A Elgerzorene	42
AZ-130 Pantzerzorene	16

Optional Systems
Subspace Mass Sensors, Hyperspace Communications Array, Life Support (1500 for 20 years)

Anti-Gravity System, Omni-directional Barrier, Pinpoint Barrier System (medium)
Spiritia Detector

Bays
Mecha: 1 bay (120 capacity)
Crew: 1 bay (12,100 capacity)
Cargo: 1 bay (6050 ton capacity)
Medical Bay: 1 bay (12,100 capacity)
Repair Bay: 1 bay (120 capacity)

Multipliers
Space Fold (x1.0), Crew Grade C (x0.2), Engines MA 34 (x1.1)

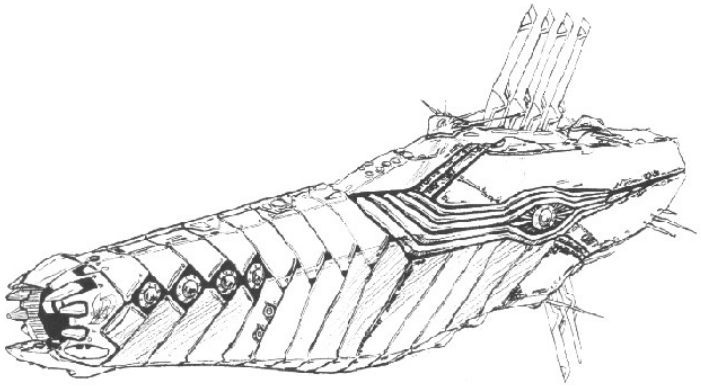


Programme: This ship is constructed for use as an assault ship and a flagship for small- to medium-scale fleets. Open-style hanger gate in aft, battroid launch port in forward.

Notes: The official stats list this ship as 600,000 tons, which does not give it a sufficient hull class to make room for all of the appropriate systems and crew. For those wishing to keep all stats more accurate, assume the Varauta have sufficient advanced technology to build a ship of the same size that is far lighter for no additional costs (they do have unaltered Protoculture technology after all).

Varauta Standard Battleline Battleship

COST: 1,391,296 CP
Manufacturer: Varauta Army



HEIGHT: ?
WIDTH: ?
LENGTH: 600m
WEIGHT: 18,800,000 tons
CREW: 730 total (30 officers, 510 crew, 40 VF pilots, 150 soldiers)

Hull Class: MegaHeavy+
KILLS: 2350
ARMOR: SP 110

SPACES: 37

MA: 34 (Mach 3)
Turn: +11
Crew Grade: C (12+1d10)

System	Kills	Range
LH Communications	200	18,000 km
AH Sensors	300	3,000 km

Weapon	Arc	DMG	Range	WA	Kills	Payload
Superheavy Laser (2)	F	500K	6,437,376	+1	500	U
Warm Up 1						
Heavy Laser (8)	F	200K	6,437,376	+1	200	U
Medium Laser (12)	All	100K	250,000	+1	100	U
Light Laser (20)	All	50K	123,597	+1	50	U
Missile Launcher (14)	All	7K	12,000	+1	50	36
Fires volleys of up to 6 per launcher						
Strike Missiles (4)	F	700K	6,437,376	+1	90	12
Each missile takes 25K to destroy. Blast 15, Warm up 2						
Torpedo Tube (8)	F	50K	123,597	+1	50	U
Each torpedo takes 8K to destroy. Blast 5.						

Mecha/Shuttle Compliment
FZ-109 Elgerzorene 40

Optional Systems
Subspace Mass Sensors, Hyperspace Communications Array, Life Support (1000 for 20 years)
Anti-Gravity System, Omni-directional Barrier, Pinpoint Barrier System (medium)
Spiritia Detector

Bays
Mecha: 1 bay (120 capacity)
Crew: 1 bay (12,100 capacity)
Cargo: 1 bay (6050 ton capacity)
Medical Bay: 1 bay (12,100 capacity)
Repair Bay: 1 bay (120 capacity)

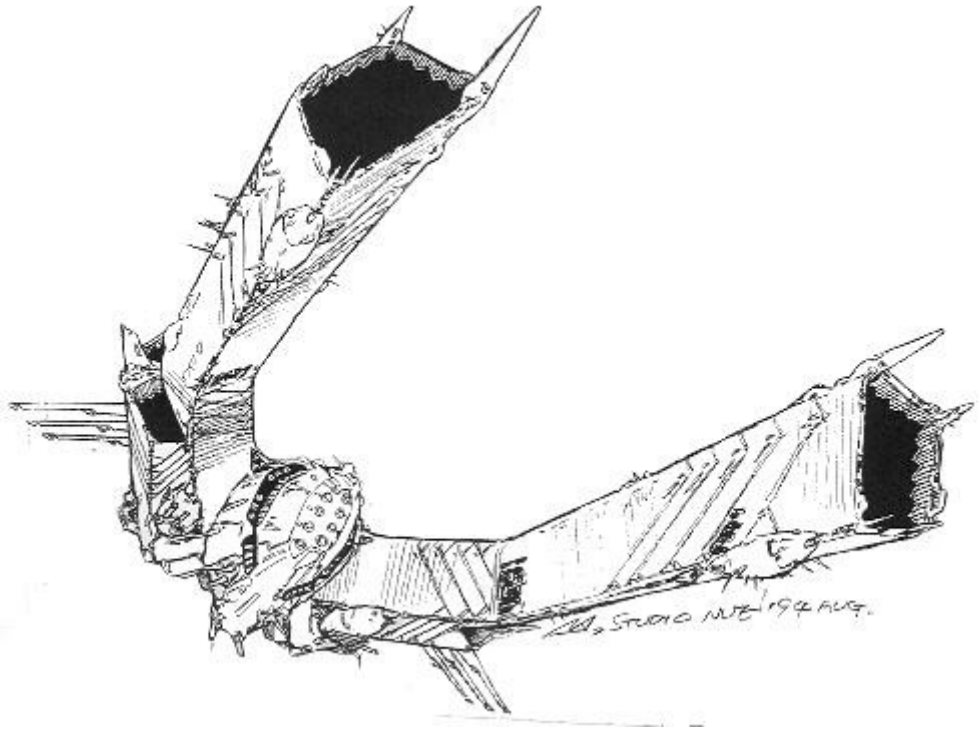
Multipliers
Space Fold (x1.0), Crew Grade C (x0.2), Engines MA 34 (x1.1)

Programme: This ship is the main capital warship of the Varauta forces. It is distinguished by heavy weaponry and armor, and can stow many variable fighters. It is equipped with catapults, each capable of launching four of the stowed fighters on its upper deck.

Notes: The official stats list this ship as 180,000 tons, which does not give it a sufficient hull class to make room for all of the appropriate systems and crew. For those wishing to keep all stats more accurate, assume the Varauta have sufficient advanced technology to build a ship of the same size that is far lighter for no additional costs (they do have unaltered Protoculture technology after all).

Varauta Fleet Flagship

COST: 10,782,959 CP
Manufacturer: Varauta Army



HEIGHT: ?
WIDTH: ?
LENGTH: 4230m
WEIGHT: 320,000,000 tons
CREW: 5620 total

Hull Class: MegaHeavy+
KILLS: 5370
ARMOR: SP 110
SPACES: 339

MA: 34 (Mach 3)
Turn: +11
Crew Grade: A (16+1d10)

System	Kills	Range
LH Communications	200	18,000 km
AH Sensors	300	3,000 km

Weapon	Arc	DMG	Range	WA	Kills	Payload
Main Particle Cannon (2)	FF	5000K	6,437,376	+3	2000	U
Wide Beam (33 hex), Ultra-Beam, Warm-up 3, Clip 5						
Bombardment Cannon (2)	LF	5000K	6,437,376	+3	2000	U
Wide Beam (33 hex), Ultra-Beam, Warm-up 3, Clip 5						
Superheavy Laser (4)	F	500K	6,437,376	+1	500	U
Warm Up 1						
Superheavy Laser (2)	LF	500K	6,437,376	+1	500	U
Warm Up 1						
Medium Laser (150)	All	100K	250,000	+1	100	U
Light Laser (110)	All	50K	123,597	+1	50	U

Torpedo Tube (8)	F	700K	6,437,376	+1	90	U

Each missile takes 25K to destroy. Blast 15, Warm up 2

Mecha/Shuttle Compliment

FZ-109 Elgerzorene	360
AZ-130 Pantzerzorene	120
FBz-99 Zaubergeran	12

* The flagship docks 20 to 30 vanguard frigates (plus their mecha compliments) for close defense, and can accommodate 6 to 8 larger warships in the forward docking arms.

Optional Systems

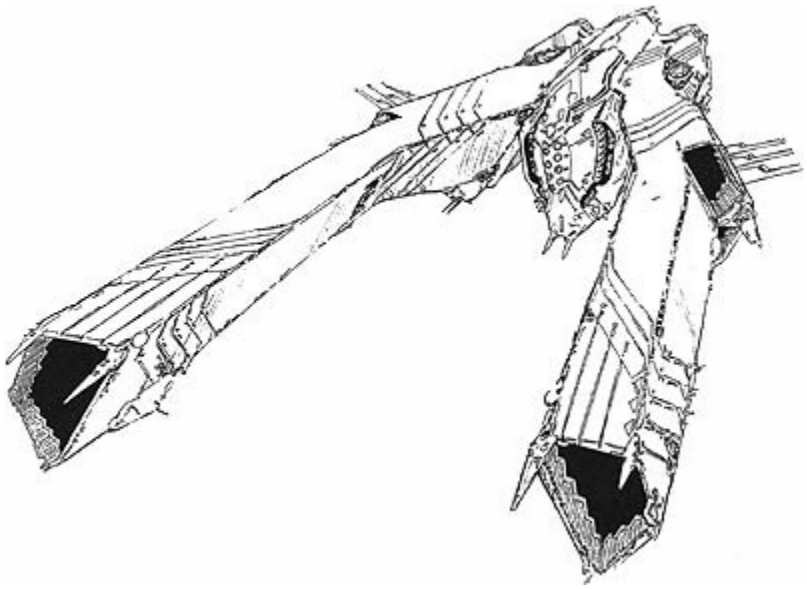
Subspace Mass Sensors, Hyperspace Communications Array, Life Support (thousands for 30 years)
Anti-Gravity System, Omni-directional Barrier, Pinpoint Barrier System (heavy)
Spiritia Detector

Bays

Mecha: 5 bays (600 capacity)
Crew: 1 bay (12,100 capacity)
Cargo: 10 bays (60,500 ton capacity)
Medical Bay: 1 bay (12,100 capacity)
Repair Bay: 5 bays (600 capacity)

Multipliers

Space Fold (x1.0), Crew Grade A (x1.0), Engines MA 34 (x1.1)

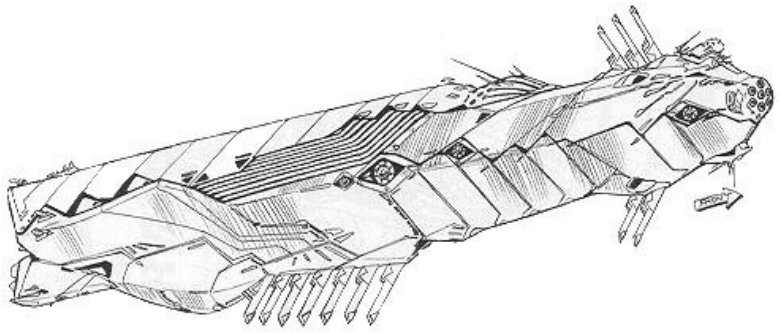


Programme: This ship operates as a super-size mobile fortress and the Gepernich fleet flagship Giant docks capable of accommodating numerous large warships simultaneously, ship-borne craft hangers, and linear catapults for launching ship-borne craft in the port and starboard halves of the ship.

Notes: Due to his close proximity, Gepernich can allow the crew of the flagship greater access to their remembered training without risk of losing control over them. By the end of the Varauta/Macross 7 war, the bombardment particle cannons and the left docking arm are destroyed, and there is a speaker pod gamma* still stuck in the command center.
* See Sourcebook 1 – New Unity Government

Varauta Heavy Battroid Carrier

COST: 915,296 CP
Manufacturer: Varauta Army



HEIGHT: ?
WIDTH: ?
LENGTH: 684m
WEIGHT: 19,755,000 tons
CREW: 1230 total (50 officers, 800 crew, 100 VF pilots, 280 soldiers)

Hull Class: MegaHeavy+
KILLS: 2360
ARMOR: SP 110
SPACES: 38

MA: 34 (Mach 3)
Turn: +11
Crew Grade: C (12+1d10)

System	Kills	Range
LH Communications	200	18,000 km
AH Sensors	300	3,000 km

Weapon	Arc	DMG	Range	WA	Kills	Payload
Superheavy Laser (2)	F	500K	6,437,376	+1	500	U
Warm Up 1						
Medium Laser (4)	F	100K	250,000	+1	100	U
Light Laser (20)	All	50K	123,597	+1	50	U
Strike Missiles (6)	F	700K	6,437,376	+1	90	30 total
Each missile takes 25K to destroy. Blast 15, Warm up 2						
Missile Launchers (20)	All	7K	12,000	+1	50	36
Fires volleys of up to 6 per launcher						

Mecha/Shuttle Compliment

FZ-109 Elgerzorene	96
AZ-130 Pantzerzorene	4

*Only 3 to 5 of the carried mecha are used for ship defense.

Optional Systems
Subspace Mass Sensors, Hyperspace Communications Array, Life Support (1000 for 20 years)
Anti-Gravity System, Omni-directional Barrier, Pinpoint Barrier System (medium)
Spiritia Detector

Bays
Mecha: 1 bay (120 capacity)
Crew: 1 bay (12,100 capacity)
Cargo: 1 bay (6050 ton capacity)
Medical Bay: 1 bay (12,100 capacity)
Repair Bay: 1 bay (120 capacity)

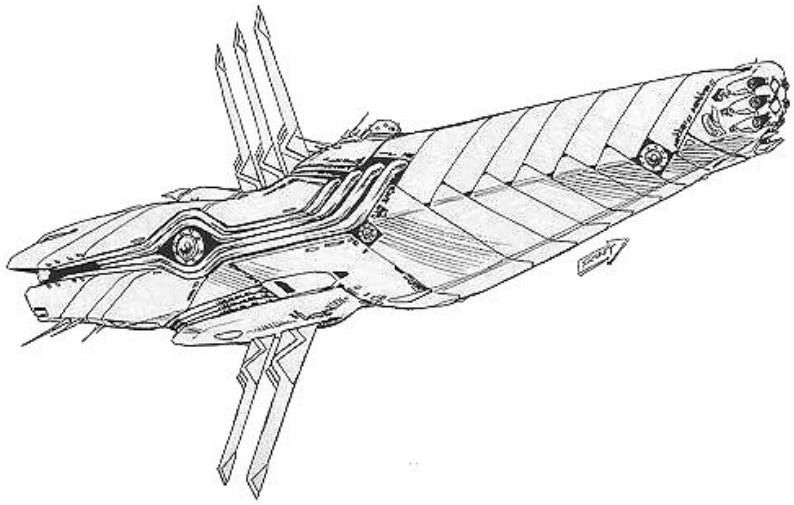
Multipliers
Space Fold (x1.0), Crew Grade C (x0.2), Engines MA 34 (x1.1)

Programme: This ship is constructed for use as an assault ship and a flagship for small- to medium-scale fleets. Open-style hanger gate in aft, battroid launch port in forward.

Notes: The official stats list this ship as 195,000 tons, which does not give it a sufficient hull class to make room for all of the appropriate systems and crew. For those wishing to keep all stats more accurate, assume the Varauta have sufficient advanced technology to build a ship of the same size that is far lighter for no additional costs (they do have unaltered Protoculture technology after all).

Varauta High-Speed Raiding Cruiser

COST: 797,331 CP
Manufacturer: Varauta Army



HEIGHT: ?
WIDTH: ?
LENGTH: 366m
WEIGHT: 2,912,500 tons
CREW: 640 total (30 officers, 400 crew, 60 VF pilots, 150 soldiers)

Hull Class: MegaHeavy
KILLS: 2200
ARMOR: SP 100
SPACES: 22

MA: 34 (Mach 3)
Turn: +11
Crew Grade: C (12+1d10)

System	Kills	Range
LH Communications	200	18,000 km
AH Sensors	300	3,000 km

Weapon	Arc	DMG	Range	WA	Kills	Payload
Superheavy Laser (2)	F	500K	6,437,376	+1	500	U
Warm Up 1						
Medium Laser (4)	F	100K	250,000	+1	100	U
Light Laser (12)	All	50K	123,597	+1	50	U
Strike Missiles (6)	F	700K	6,437,376	+1	90	30 total
Each missile takes 25K to destroy. Blast 15, Warm up 2						
Missile Launchers (10)	All	7K	12,000	+1	50	36
Fires volleys of up to 6 per launcher						

Mecha/Shuttle Compliment

FZ-109 Elgerzorene	12
AZ-130 Pantzerzorene	up to 4

Optional Systems

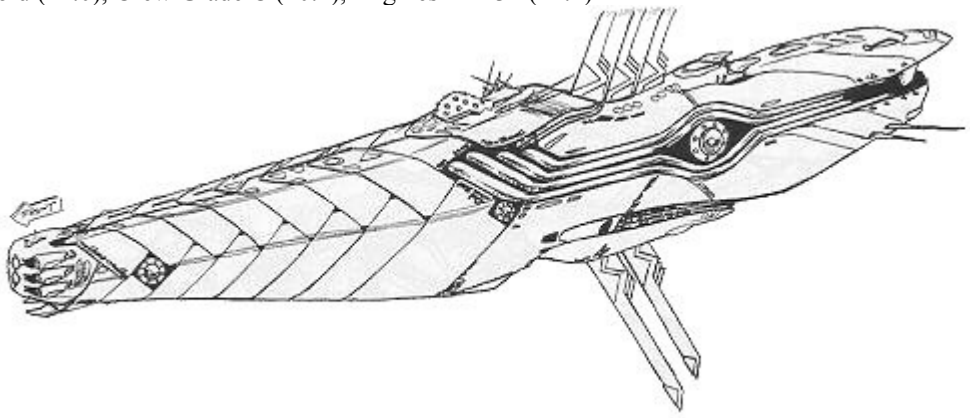
Subspace Mass Sensors, Hyperspace Communications Array, Life Support (800 for 20 years)
Anti-Gravity System, Omni-directional Barrier, Pinpoint Barrier System (light)
Spiritia Detector

Bays

Mecha: 1 bay (120 capacity)
Crew: 1 bay (12,100 capacity)
Cargo: 1 bay (6050 ton capacity)
Medical Bay: 1 bay (12,100 capacity)
Repair Bay: 1 bay (120 capacity)

Multipliers

Space Fold (x1.0), Crew Grade C (x0.2), Engines MA 34 (x1.1)

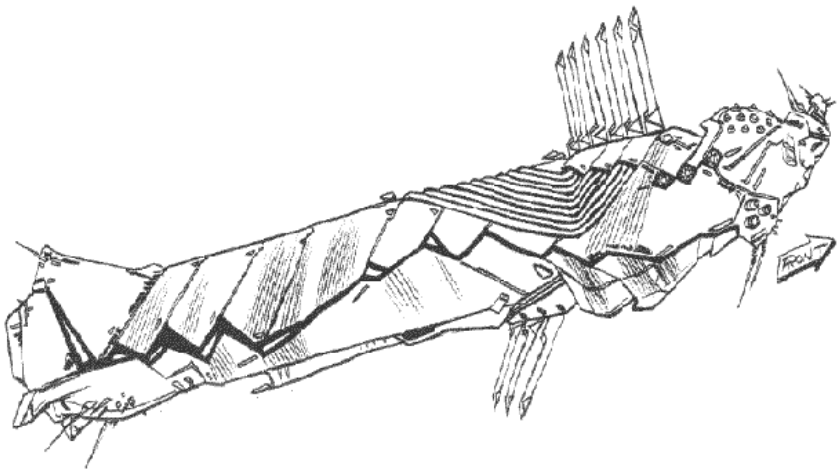


Programme: This ship features upgraded conventional engine thrust, higher fold engine power, improved maneuverability, increased armor in the fore, and greater firepower in the fore for raids, disturbances, and armed assault missions.

Notes: The official stats list this ship as 32,500 tons, which does not give it a sufficient hull class to make room for all of the appropriate systems and crew. For those wishing to keep all stats more accurate, assume the Varauta have sufficient advanced technology to build a ship of the same size that is far lighter for no additional costs (they do have unaltered Protoculture technology after all).

Varauta Super-Sized Carrier

COST: 768,345 CP
Manufacturer: Varauta Army



HEIGHT: ?
WIDTH: ?
LENGTH: 1400m
WEIGHT: 92,500,000 tons
CREW: 2090 total (70 officers, 1200 crew, 320 VF pilots, 500 soldiers)

Hull Class: MegaHeavy+
KILLS: 3090
ARMOR: SP 110
SPACES: 111

MA: 34 (Mach 3)
Turn: +11
Crew Grade: C (12+1d10)

System	Kills	Range
LH Communications	200	18,000 km
AH Sensors	300	3,000 km

Weapon	Arc	DMG	Range	WA	Kills	Payload
Superheavy Laser (6)	F	500K	6,437,376	+1	500	U
Warm Up 1						
Light Laser (6)	All	50K	123,597	+1	50	U
Missile Launcher (26)	All	7K	12,000	+1	50	36
Fires volleys of up to 6 per launcher						

Mecha/Shuttle Compliment

FZ-109 Elgerzorene	216
AZ-130 Pantzerzorene	24

Optional Systems
Subspace Mass Sensors, Hyperspace Communications Array, Life Support (3000 for 20 years)
Anti-Gravity System, Omni-directional Barrier, Pinpoint Barrier System (medium)
Spiritia Detector

Bays
Mecha: 2 bays (240 capacity)
Crew: 1 bay (12,100 capacity)
Cargo: 1 bay (6050 ton capacity)
Medical Bay: 1 bay (12,100 capacity)
Repair Bay: 1 bay (120 capacity)

Multipliers
Space Fold (x1.0), Crew Grade C (x0.2), Engines MA 34 (x1.1)

Programme: This ship is the most mass-produced standard small warship in the Varauta forces. Its reliability is due to its balance of maneuverability, armor, and weaponry. Since it is thought to be a new design capable of missions for small vessels, it is assigned to vanguard, enemy detection, armed reconnaissance, defense, and various other missions.

Notes: The only stats I have found list this ship as 925,000,000 tons, which makes it heavier than the fleet flagship.

Varauta Vanguard Frigate

COST: 509,715 CP
Manufacturer: Varauta Army

HEIGHT: ?
WIDTH: ?
LENGTH: 168m
WEIGHT: 250,000 tons
CREW: 348 total (16 officers, 280 crew, 2 VF pilots, 50 soldiers)

Hull Class: Mediumweight
KILLS: 1200
ARMOR: SP 80
SPACES: 12

MA: 34 (Mach 3)
Turn: +6
Crew Grade: C (12+1d10)

System	Kills	Range
LH Communications	200	18,000 km
AH Sensors	300	3,000 km

Weapon	Arc	DMG	Range	WA	Kills	Payload
Superheavy Laser (2)	F	500K	6,437,376	+1	500	U
Warm Up 1						

Medium Laser (4)	F	100K	250,000	+1	100	U
Missile Turret (2)	All	17K	1200	+1	50	12

Fires volleys of up to 6 per launcher

Mecha/Shuttle Compliment
FZ-109A Elgerzorene 2

Optional Systems
Subspace Mass Sensors, Hyperspace Communications Array, Life Support (400 for 20 years)
Anti-Gravity System, Omni-directional Barrier, Pinpoint Barrier System (light)
Spiritia Detector

Bays
Mecha: 1 bay (120 capacity)
Crew: 1 bay (12,100 capacity)
Cargo: none
Medical Bay: none
Repair Bay: none

Multipliers
Space Fold (x1.0), Crew Grade C (x0.2), Engines MA 34 (x1.1), Active Stealth (x1.3)

Active Stealth: This system has pulse refraction, beam refraction, magnetic refraction, fire control, and combat cloak in addition to active stealth.

Programme: This ship is the most mass-produced standard small warship in the Varauta forces. Its reliability is due to its balance of maneuverability, armor, and weaponry. Since it is thought to be a new design capable of missions for small vessels, it is assigned to vanguard, enemy detection, armed reconnaissance, defense, and various other missions.

Notes: The official stats list this ship as 1,500 tons, which does not give it a sufficient hull class to make room for all of the appropriate systems and crew. For those wishing to keep all stats more accurate, assume the Varauta have sufficient advanced technology to build a ship of the same size that is far lighter for no additional costs (they do have unaltered Protoculture technology after all).

Chapter 7 – The Stellar Republic & The Inspection Army

A campaign during the age of the Protoculture would be a lot different than one set in the "current" day.

Campaigns in the early ages of the Republic would have a strong focus on exploration and colonization. Later, as the proxy wars increased, the campaign would turn to a relatively even-sided war of attrition. A campaign set during the Stellar Republic/Inspection Army time would be grim, with the characters fighting to survive against a relentless enemy (or for it).

Zentraedi records indicate two major wars during the time of the Stellar Republic. The first was the Protoculture civil war, called the Schism War by the Zentraedi created to fight in it. The second was the war between the Stellar Republic and the Supervision Army created by the newly arisen Protodeviln.

There is conflicting information on this matter. Some sources state the Protodeviln forces as either the Supervision Army or the Inspection Army, while other sources state the Protodeviln forces as the Supervision Army and the Protoculture forces as the Inspection Army. In most Macross campaigns this lack of concrete information is perfect, however in a campaign set in this era it is important to make the distinction. For

the sake of Macross 2050, the Protodeviln and their dominated forces are the Supervision army. (Inspection Army is another translation, and either are accurate and useable.)

The Ruins of the Republic

When the Megaroad 1 fleet left earth to head towards the galactic core in search of a planet to colonize, Advisor Exsedol warned them to stay away from the galactic core. The fleet vanished near the galactic core. Later, when the Megaroad 13 fleet traveled to the Varauta system (which is near the galactic core), they were destroyed or enslaved by the Protodeviln imprisoned there. The Macross 5 fleet was also destroyed and enslaved there, and the Macross 7 fleet almost met the same fate. Nearly 8000 years ago, the Zentraedi Neld fleet encountered a rogue Protodeviln on a planet near the galactic core and was enslaved by it. Then again in Macross Frontier, the Galaxy fleet (21st Macross Class) was destroyed by the Vajra, and the Macross Frontier (25th Macross Class) was almost destroyed as well.

All of these occurrences would suggest that the seat of the Stellar Republic's power was near to the galactic core, and the majority of their intact ruins are going to be found around that area. In fact, the Vajra "homeworld" in Macross Frontier was once a Protoculture colony (possibly *the* Protoculture homeworld).

It is also quite possible that the Stellar Republic was situated on the far side of the galaxy. It was stated that both the Varauta system was a remote system that was chosen for the testing, development, and later, the imprisonment of bio-weapon development. Another source indicates that the Sol system was a distant system marked for colonization, and was "forgotten" when the survey ship that cataloged it was destroyed before it could report back to the Republic. This is further supported by real astrophysics: the Protoculture evolved in a younger galaxy where the area near the core would be highly irradiated and less likely to allow life to form.

Campaign Ideas

Option 1

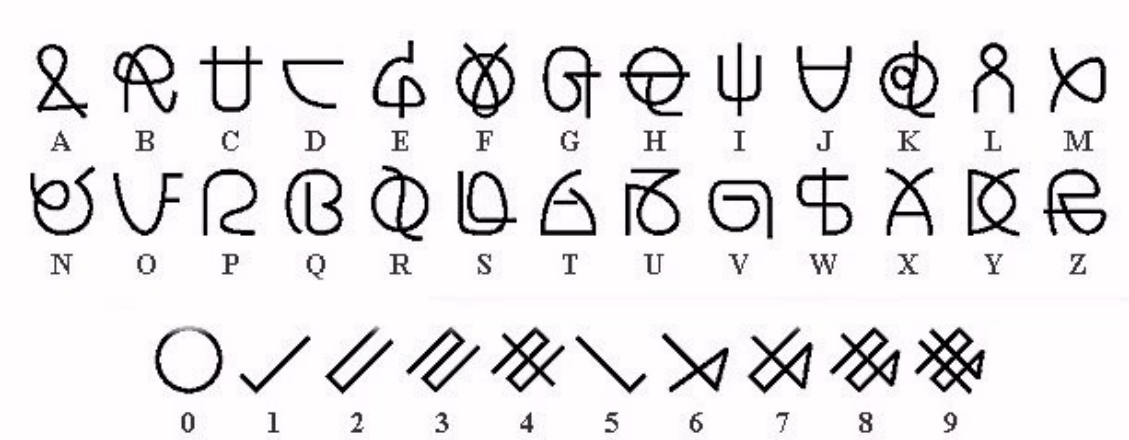
The first option for a Protoculture campaign is for the characters to all be Protoculture. In this option, all characters would be roughly equal in status. Perhaps the characters will all be part of the same research team. Campaigns early in the Stellar Republic would be filled with exploring the (at that time) empty galaxy. Perhaps there were many other lesser-developed races at that time that are now extinct.

Option 2

The second option is that all the characters are Zentraedi soldiers in the war in the Schism War or fighting against the Inspection Army. Alternately, the characters could be Zentraedi turning against the Protoculture and siding with the Inspection Army. It is quite reasonable that not all Zentraedi siding with the Protodeviln needed to be brainwashed. Such characters could be part of Zentraedi special forces to take special covert missions against the opposing enemy.

Appendix One – Zentraedi Language

This manual wouldn't be complete without at least an attempt at a somewhat comprehensible Zentraedi to English lexicon. Fortunately words in the Zentraedi language are pronounced exactly as they are spelled with no apparent phonetic variations. Interestingly enough, the Zentraedi alphabet also uses 26 characters (isn't that convenient?). The list of Zentraedi words is compiled from multiple sources. As the Zentraedi were not given their own culture, their language can be assumed to be virtually identical to the Protoculture language.



English Language	Zentraedi Language
Ability/capacity/talent	- erukesugaama
All/whole/entirely/on the whole	- alma
And	- te
Anything	- mena
Appear/show up	- melkes
Approach	- delkes
At	- a
Attack/rush/charge/unit	- kerugadorasu
Audio signal	- elkelzarn
Battle/combat/fighting	- gadras
Battleship	- gadradakan
Be defeated/lose/be outdone/fall behind	- de:gants
Be manufactured, be born	- melkeszants
Beaten	- de:gants
Body/one's station(life)	- girtesta
Call	- chata
Cannot use	- de:teizu
Capture/catch	- gilts
Come	- ukome
Confirm/verify	- u:kesto
Culture	- kaalchuun
Defense net	- badra
Decipher/decrypt	- eskesdo
Different	- de:talke
Different	- de:dants

Document/record (Noun) - marutesu
Document/record (Verb) - u marutesu
Enemy, rival, revenge - debran
Escape/flight/desertion - de:gilts
Exist - alkes
Explanation - esukesto
Expository ability - elkesgarma
Far - delke
Female - Meltran
Fragment, fossil - dezanchaats
From - rom
Future language - fo
Giant - Gorgran
Go - ukei
Greetings - zanto
Have a hand - kelkas
In - mi
Inability, eliminate - telnesta
Invade/break into/raid - kelkasuta
Is - alkes
Large war vessel - gorgadradakan
Male - Zentran
Many - zalg
Microne, humankind - Micraan
Military thinking - gadraraskas
Missile - haug
Motion - u
Near - nilke
New, from this, early/fast - holto
Of - o
Of course - fodants
OK, understand - esekes
Old, ancient, slow, long ago, late - proto
On - na
One's fighting spirit - gadoraraskas
Other than these - :teres
Ourselves - terata
Parts - chaats
Past language - ple
Perish/fall into ruin/die out - de:zants
Place, ship - dakan
Power/force/strength - garma
Premonition/hunch - holtoraskas
Prosper/thrive/flourish - zants
Question/doubt - maaka
Reconnaissance use/Rear-guard - derurigaado

Remains/wreck - deganchaats
Report - erukelto
Right, absolute - dants
Roger, understood - esekesta
Same - talke
Scale, size, unit - Zugara
See/look - utomi
Send by hand - kerkas
Ship, place, location - dakan
Shock troops - kelgadras
Show/display - utomisukesu
Signal - erukeruzaan
Song - miizoon
Sound - zarn
Species/cause/source/kind/something - mena
Star - dalkaan
Stop/suspend/halt/cease functions - terunesuta
Strengthen/fortify - u:zalg
Tactical Scout Type Regult - Del Regult
That (over yonder) - dasu
That (and that) - talni
The - etto
These - teres
Think/consider - raskas
This (this except/other then) - tes
This - yakke
This (as for this) - yatto
To - toh
Too/also/as well/either/after all - fodantsu
To record - u-maltesto
Transmission - erukesto
Un-, non-, not, lack of,
the opposite off, back,
indicates the reverse of action - de
Understand - esekes
Unit/corps/squad - zugara
Use - teizu
Wait - uchima
War vessel - gadradakan
We - eck
We/us/our - zalg
Weapon, arms - gadra
What (and what/ with what) - yakku
What - et
What (emphasized) - udana
Win - gants

With/both/but/moreover/besides/	- talni
Without	- de:talni
Yes	- sa
Yes	- giltesta
Yes	- utema